DUNGEONS & DRAGONS® Supplement

COMPLETE DIVINE™

A Player's Guide to Divine Magic for All Classes

David Noonan

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A Player's Guide to Divine Magic for All Classes

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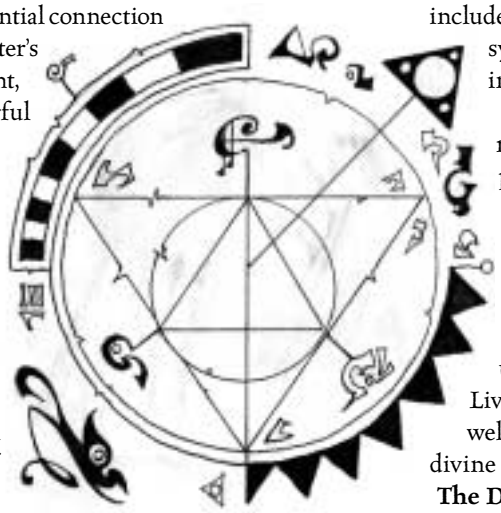
Introduction

Complete Divine is a rules supplement for the Dungeons & Dragons® Roleplaying Game. Primarily a player resource, it focuses on new options and expanded rules for D&D players who want to create or advance characters with a connection to the divine. Dungeon Masters can use this book as a resource for creating or optimizing their own creations.

DIVINE CHARACTERS

A divine character is any character for whom worship of a greater power—often a deity but sometimes a more abstract force or philosophy—is an important part of daily life. Divine characters aren't always clerics and druids, although it's hard to imagine a cleric for whom the divine relationship isn't important. For brevity, we call these characters "divine characters," although they aren't divine or immortal themselves. They're characters with an essential connection to divine forces. If your character's allegiance to a deity is important, or if divine magic is a powerful force in your character's life, then Complete Divine is the book for you.



Illus. by W. Reynolds

Not every D&D character should necessarily give up the tavern for the cloister. There's plenty of room in the game for characters that pay the gods only lip service, or those who proudly proclaim that they're the masters of their own fate. But giving your character an allegiance to a set of beliefs and a connection to forces beyond the mortal world can enrich the D&D experience, no matter the race and class of your character. Within these pages you'll find divine connections to prowess in battle, stealth, negotiation—and even arcane magic. Whether you're a cleric of peerless faith, a shadowy killer-for-hire, a crusading paladin, or a wizard in search of greater mysteries, there's something in *Complete Divine* for you.

THE COMPLETE DIVINE

This book contains information for players and DMs, showcasing new and interesting options for characters and creatures utilizing the D&D combat rules. Players can read through the entire book without hesitation—DMs can use the material to generate their own surprises without any help!

The Devoted (Chapter 1): This chapter introduces three new character classes: the spirit-bargaining shaman, the versatile shugenja, and the favored soul, who demonstrates an instinctive knowledge of divine magic. Each class has a strong connection to divine power, but none casts spells in the way a traditional cleric does.

Prestige Classes (Chapter 2): A large number of prestige classes are presented here, all with a focus on divine magic or gifts from the gods. Whether you're playing a cleric, a druid, a fighter, or some other class, you should find a prestige class here that appeals to you.

Supplemental Rules (Chapter 3): This chapter includes new and updated feats as well a variant system that allows faith to play a direct hand in your character's abilities.

Magic Items (Chapter 4): A new kind of magic item known as a relic is introduced, powered by your character's connection to the divine.

Deities (Chapter 5): This chapter tells you how characters who worship the deities of the core D&D pantheon behave—from the prayers they chant to the quests they undertake. Dozens of new deities from the Living Greyhawk campaign are included as well for campaigns seeking more variety in the divine realm

The Divine World (Chapter 6): This chapter discusses the afterlife of a soul in the context of a D&D game and covers different roles for churches within a campaign.

Domains and Spells (Chapter 7): From the subtle spywork of *chain of eyes* to the destructive power of the *obedient avalanche*, new spells for clerics, druids, rangers, and paladins make up the bulk of this chapter. Some spells are equally effective for bards, wizards, and sorcerers. Additionally, clerics will find 21 new domains, ranging from Dream to Liberation.

SOURCES

This book includes material from other sources, including *Dragon* magazine and earlier works such as *Defenders of the Faith* and *Faiths and Pantheons*. Much of this material has been picked up and revised based on feedback and comments from D&D players and DMs all around the world. We hope you like the changes we made to the prestige classes, feats, and other elements of the game as well as the large amount of brand-new material you'll find in these pages.

Remember, however, that Dungeons & Dragons is *your game*. If you've been playing with a particular prestige class or feat that we've picked up and revised, we hope you'll look at the new version and see why we made the changes—but you *don't* have to play with the revised material if you don't want to. The Dungeon Master, as always, should make the final call about what material belongs in his or her game, and if you've been playing with an older version of something that appears in this book and you're having fun doing it, don't worry about making a change. We think all the changes we've made are for the best, but it's your game, after all.

Illus. by Scott Rolter

Whether it's the cleric's spell, the druid's wild shape, or the paladin's *holy sword*, divine magic is magic tied to devotion. If your D&D character is devoted to some higher authority or cause—often but not always a god—he can draw a measure of power from that connection. Such power generally comes with a price—by accepting the power of divine magic, he generally agrees to abide by a set of principles. He's voluntarily limiting his behavior in exchange for power.

However, those limits often enrich a roleplaying experience. A character with a connection to divine magic isn't just a collection of combat statistics wandering aimlessly from encounter to encounter. From the beginning of the first adventure, he devotes himself to something greater, adheres to standards of conduct (whether codified or not), and may even have mannerisms and speech patterns demonstrating that allegiance.

While divine magic is about belief, it centers on believing in the worth of a deity, not merely believing in the existence of a deity. In a typical D&D campaign, few NPCs disavow that the gods exist. It's hard to deny the existence of Tiamat, for example, when a *plane shift* spell can take the skeptic to her palace on the first layer of the Nine Hells. Believing in a deity's existence isn't enough to earn divine power—a character has to believe that the deity is worth following, and devote himself to that cause.

WHY DO YOU SERVE?

The reasons for serving a divine authority can vary dramatically, even within the same faith or philosophy. Players of divine characters should decide what motivates their character's behavior, because this can add depth to the character's interactions with others.

True Belief: You believe in the righteousness of your faith's cause. No other deity, philosophy, or way of life "gets it right" the way yours does. The level of this belief can vary from quiet certainty to full zealotry, depending on your character's personality and the nature of his faith. Recent converts often fall into this category, as do holy warriors such as paladins and clerics.

Tradition: In many cultures, particularly nonhuman societies, people practice a religion as a matter of course. Individual practitioners probably do not agree with every church precept, and may violate church rules when they figure they can get away with it. Traditionalists enjoy the benefits of their religion—holidays, grand ceremonies, or certain ways of thinking—but often don't concern themselves with the limits it may place on their

daily lives. Still, they usually view themselves as devoted to the faith and never really think seriously about giving up their religious practice.

Power: Your devotion to the cause gives you power, whether physical, temporal, political, or spiritual. This motivation is common among leaders, who realize that their acceptance of the faith can aid them in their ascent to (and keeping of) rulership. A drive for power need not go hand-in-hand with hypocritical behavior—a cleric may see his sincere and loyal devotion to the deity as a perfectly reasonable trade for the power gained by that devotion.

Hypocrisy: Some individuals profess or even demonstrate devotion (whether from mere habit or with other gains in mind), but know full well that their hearts aren't in it. Their secret thoughts and public deeds reveal that their purportedly pious words are hollow.

WHAT DO YOU SERVE?

A deity isn't just a name you write on your character sheet. If your character's divine connection doesn't affect his or her behavior, then you're missing out on some of the possibilities that divine magic has to offer. Having spells or abilities derived from divine power means that you serve—or at least have an allegiance to—something. But what you serve is up to you, and D&D gives you lots of choices.

Serving a Deity: This is the most common choice in most D&D campaigns. Characters that serve a deity generally have an alignment that's the same or similar to their deity's, and they generally try to advance that deity's cause in the world. A follower of Obad-Hai, for example, is probably neutral in alignment and protects the wilderness whenever possible. Clerics and other divine spellcasters receive their spells by praying to the deity, who bestows upon them a measure of divine power.

Serving a Pantheon: Characters who serve a pantheon venerate several deities, asking each god for intercession in matters that reflect the god's interest (called a portfolio). For example, a cleric that worships a pantheon based on Greek gods might ask Hermes for an *expeditious retreat* spell, Athena for an oracular vision, or Hades for the power to repel the undead. Clerics who choose to serve a pantheon can choose their two domains from among all the domains offered by all the deities of the pantheon (except aberrant gods—those whose worship is not sanctioned by the clerics of the pantheon as a whole). A cleric can only select an alignment domain if his alignment matches that domain. The cleric's alignment must match the alignment of some deity in the pantheon (excluding aberrant gods).

Serving an Abstract Principle: You don't need to serve a deity to be a cleric. You can simply choose two domains you like and act to advance the cause of a congruent philosophy. (A cleric can only select an alignment domain if his alignment matches that domain.) This can be a good choice if you want to pick two domains that no one deity offers, such as the domains of Fire and Trickery in the core D&D game. This gives you a great degree of freedom when imagining your character; the question "what philosophy or belief system would find fire and trickery important?" has a number of interesting potential answers. But your character won't have the built-in roleplaying hooks or automatic connections to NPCs that a cleric of Fharlanghn has, for example.

Serving Nature: Similar to serving an abstract principle is the notion of a character that simply advances the cause of nature. It's particularly easy to imagine druids and rangers that worship nature in the abstract rather than venerating a specific deity of nature. Again, this frees your character up to make his own way philosophically, but it doesn't have the built-in backstory that an Ehlonna-worshiping character might have.

The answer to the question, "What do you serve?" is not etched in stone, although changing your character's belief system might have consequences (especially for paladins and divine spellcasters). But when you create your character, give your answer some thought. Not only does your answer affect how your character acquires the power of divine magic, but also it helps you tap into a rich vein of roleplaying resources, making your character seem more real.

CLASSES

The following classes all share a connection to divine magic, and they can either supplement or replace some of the classes described in the *Player's Handbook*.

FAVORED SOUL

The favored soul follows the path of the cleric but is able to channel divine power with surprising ease. He is able to perform the same tasks as his fellow divine spellcasters but with virtually no study; to him, it comes naturally. Scholars wonder if favored souls have traces of outsider blood from unions, holy or unholy, centuries ago and generations removed. Others suggest that divine training of the proper type awakens the ability, or that favored souls are simply imbued with their gifts by their gods when they begin the cleric's path. In any case, favored souls cast their spells naturally, as much through force of personality as through study. Though this gives them extraordinary divine abilities no normal person could ever match, they see their gift as a call to action, and so in some ways may lag behind their more studious colleagues.

Adventures: Favored souls are often loners, wandering the land serving their deities. They are welcomed by their churches but treated as unusual and are sometimes misunderstood. They are emissaries of their deities and outside the church's command structure—respected mystics not requiring the support normally crucial to a priest's success.

This makes them sometimes revered and sometimes envied by their cleric cousins. While favored souls are occasionally disrespected for their perceived lack of discipline, devout worshipers know that they are a powerful message from, and indeed a living manifestation of, their deities.

Characteristics: Favored souls cast divine spells by means of an innate connection rather than through laborious training and prayer, so their divine connection is natural rather than learned. These divine spellcasters know fewer spells and acquire powerful spells more slowly than clerics, but favored souls can cast spells more often, and they have no need to select and prepare them ahead of time.

Alignment: Divine magic is intuitive to a favored soul, not a matter of careful prayer. This intuitive nature leads to a freer interpretation of faith and doctrine, and so favored souls tend slightly toward chaos over law.

A favored soul is often of the same alignment as his deity, though some are one step away. For example, a favored soul could serve a lawful good deity and be neutral good herself. A favored soul may not be neutral unless his deity is neutral.

Religion: A favored soul can be of any religion. The most common deity worshiped by human favored souls in civilized lands is Pelor, god of the sun. Among nonhuman races, favored souls most commonly worship the chief deity of their racial pantheon.

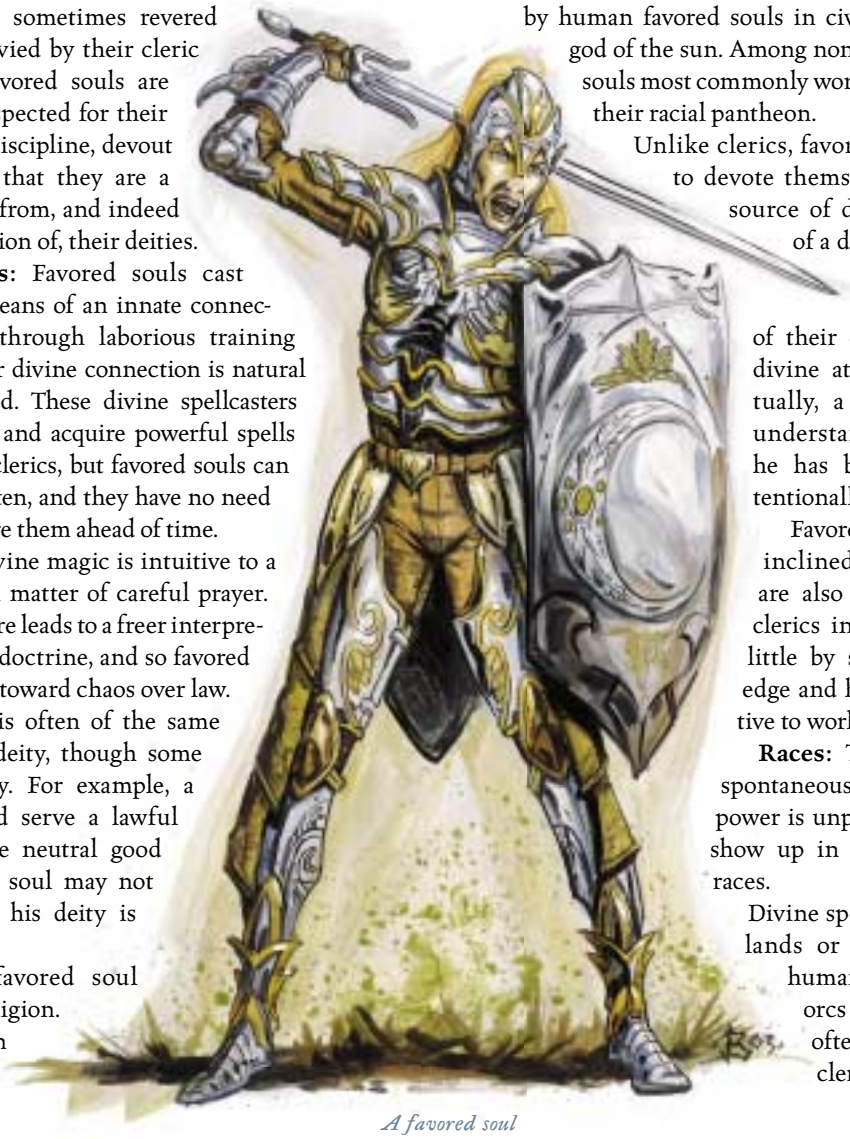
Unlike clerics, favored souls are not able to devote themselves to a cause or a source of divine power instead of a deity.

Background: Favored souls learn of their connection with the divine at a young age. Eventually, a young favored soul understands the power that he has been wielding unintentionally.

Favored souls, as naturally inclined divine channelers, are also born loners. Unlike clerics in a temple, they gain little by sharing their knowledge and have no strong incentive to work together.

Races: The innate talent of spontaneously channeling divine power is unpredictable, and it can show up in any of the common races.

Divine spellcasters from savage lands or from among brutal humanoid tribes (such as orcs or half-orcs) are more often favored souls than clerics.



A favored soul

Illus. by T. Baxa

Table 1–1: The Favored Soul

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+2	+2	—	5	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+3	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+3	+3	Deity's weapon focus	6	5	—	—	—	—	—	—	—	—
4th	+3	+4	+4	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+3	+4	+4	+4	Energy resistance (1st type)	6	6	4	—	—	—	—	—	—	—
6th	+4	+5	+5	+5	—	6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+5	+5	—	6	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+6	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+6	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+7	+7	Energy resistance (2nd type)	6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+7	+7	—	6	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+8	+8	Deity's weapon specialization	6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+8	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+9	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+9	+9	Energy resistance (3rd type)	6	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+10	+10	—	6	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+10	+10	Wings	6	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+11	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+11	+11	—	6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+12	+12	Damage reduction	6	6	6	6	6	6	6	6	6	6

Other Classes: Favored souls have the most in common with members of other self-taught classes, especially sorcerers, but also druids and rogues. They sometimes find themselves at odds with members of the more disciplined classes, specifically clerics, whom they sometimes view as too wrapped up in doctrine and rigidly defined attitudes.

Role: The favored soul serves as a group's backup healer and defensive magic specialist. He can hold his own in a fight, especially if he chooses to focus on powers that aid him in combat.

Game Rule Information

Favored souls have the following game statistics.

Abilities: Charisma determines how many spells the favored soul can cast per day. Wisdom determines how hard the favored soul's spells are to resist (see Spells, below). In addition to using Charisma and Wisdom for spellcasting, a favored soul also benefits from high Dexterity, Strength, and Constitution scores.

Alignment: Any.

Hit Die: d8.

Class Skills

The favored soul's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table 1–2: Favored Soul Spells Known

	Spells Known									
Level	0	1	2	3	4	5	6	7	8	9
1st	4	3	—	—	—	—	—	—	—	—
2nd	5	3	—	—	—	—	—	—	—	—
3rd	5	4	—	—	—	—	—	—	—	—
4th	6	4	3	—	—	—	—	—	—	—
5th	6	5	3	—	—	—	—	—	—	—
6th	7	5	4	3	—	—	—	—	—	—
7th	7	6	4	3	—	—	—	—	—	—
8th	8	6	5	4	3	—	—	—	—	—
9th	8	6	5	4	3	—	—	—	—	—
10th	9	6	6	5	4	3	—	—	—	—
11th	9	6	6	5	4	3	—	—	—	—
12th	9	6	6	6	5	4	3	—	—	—
13th	9	6	6	6	5	4	3	—	—	—
14th	9	6	6	6	6	5	4	3	—	—
15th	9	6	6	6	6	5	4	3	—	—
16th	9	6	6	6	6	6	5	4	3	—
17th	9	6	6	6	6	6	5	4	3	—
18th	9	6	6	6	6	6	6	5	4	3
19th	9	6	6	6	6	6	6	5	4	3
20th	9	6	6	6	6	6	6	6	5	4

Illus. by T. Baxa

Class Features

All of the following are class features of the favored soul.

Weapon and Armor Proficiency: Favored souls are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields). A favored soul is also proficient with his deity's favored weapon. Although a favored soul is not proficient with heavy armor, wearing it does not interfere with his spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. He can cast any spell he knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a favored soul's spell is 10 + the spell's level + the favored soul's Wisdom modifier.

Like other spellcasters, a favored soul can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–1: The Favored Soul. In addition, he receives bonus spells for a high Charisma.

Unlike a cleric, a favored soul's selection of spells is limited. A favored soul begins play knowing four 0-level spells and three 1st-level spells of your choice. At each new favored soul level, he gains one or more new spells, as indicated on Table 1–2: Favored Soul Spells Known. (Unlike spells per day, his Charisma score does not affect the number of spells a favored soul knows; the numbers on Table 1–2 are fixed.)

Upon reaching 4th level, and at every even-numbered favored soul level after that (6th, 8th, and so on), a favored soul can choose to learn a new spell in place of one he already knows. In effect, the favored soul "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast. A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a cleric, a favored soul need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon Focus feat with his deity's favored weapon. If the character already has that feat, he can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type. At 10th level and 15th level, the character gains resistance 10 against another energy type of his choosing.

Deity's Weapon Specialization: At 12th level, a favored soul gains the Weapon Specialization feat with his deity's favored weapon. If he already has that feat, he can choose a different one.

Wings (Ex): At 17th level, a favored soul gains wings and can fly at a speed of 60 feet (good maneuverability). A good-aligned favored soul grows feathered wings, and an evil-aligned favored soul gains batlike wings. A favored soul who is neither good nor evil may choose either type of wings.

Damage Reduction (Su): A 20th-level favored soul gains damage reduction. If the character is lawful-aligned, the damage reduction is 10/silver. If the character is chaotic-aligned, the damage reduction is 10/cold iron. A favored soul who is neither lawful nor chaotic may choose either type of damage reduction.

Human Favored Soul Starting Package

Armor: Scale mail (+4 AC, armor check penalty –4, speed 20 ft., 30 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Heavy mace (1d8, crit ×2, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Spellcraft	4	Int	—
Concentration	4	Con	—
Diplomacy	4	Cha	—
Knowledge (arcana)	4	Int	—
Intimidate (cc)	2	Cha	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—
Survival (cc)	2	Wis	—

Feat: Combat Casting.

Bonus Feat: Toughness.

Deity: Pelor.

Spells Known: 0—*detect magic, cure minor wounds, light, read magic;* 1st—*bless, command, cure light wounds.*

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Case with 10 crossbow bolts. Wooden holy symbol (sun disc of Pelor). Hooded lantern, 5 pints of oil.

Gold: 2d4 gp.

SHUGENJA

A class inspired by the mythologies of Asian cultures, the shugenja is a divine spellcaster who casts spells by attuning himself to the primal energies around him and focusing such energy through his body to produce magical effects. Like the samurai (described in *Complete Warrior*), shugenjas are often members of the noble class, though they are not as bound by honor and the code of *bushido* as their martial counterparts.

Adventures: Shugenjas often adventure to increase their magical knowledge and personal power. They are particularly drawn to investigate disturbances in the natural harmony of the four classical elements (earth, air, fire, and water). Some shugenjas dedicate their lives to keeping the world's magic in balance, while others simply crave the power that the unchecked elements offer. Still others are drawn to plumb the depths of magic for magic's own sake, hoping eventually to learn the mysteries of void, the "fifth element" that binds the others together.

Characteristics: Shugenjas are much more than spellslinging sorcerers. In a fantasy culture inspired by real-world Japan, they can be the foundation of religious life—priests who teach the rituals of piety, venerate the memory of long-departed ancestors, and even measure the passage of time. They study for years to learn even the fundamental elements of their magical practice, and are the most literate class in many quasi-Asian societies. A shugenja's spells are written on *ofudas* (nonmagical prayer scrolls) that the shugenja carries with him, serving as a divine focus for casting the spell.

Alignment: While many shugenjas attempt to follow the standards of honor and loyalty, and thus adhere to a lawful alignment, not all shugenjas live up to those standards. Shugenjas have no alignment restrictions.

Religion: If you use shugenjas in your game, you should probably also develop an Asian culture with its own religious traditions to represent their home—even if the specific shugenjas in your campaign are thousands of miles away from it, hailing from a far-off land you don't plan to visit. Some shugenjas exiled in a traditional D&D setting express an affinity for Boccob, Obad-Hai, or Wee Jas, while others see a parallel between the code of *bushido* and the teachings of Heironeous.

Background: Shugenjas are often members of the noble class. They learn the practice of magic in religious orders attached to each clan or region, like their samurai kin. You can easily invent your own shugenja orders, employing the same principles you'd use when inventing your own domain.

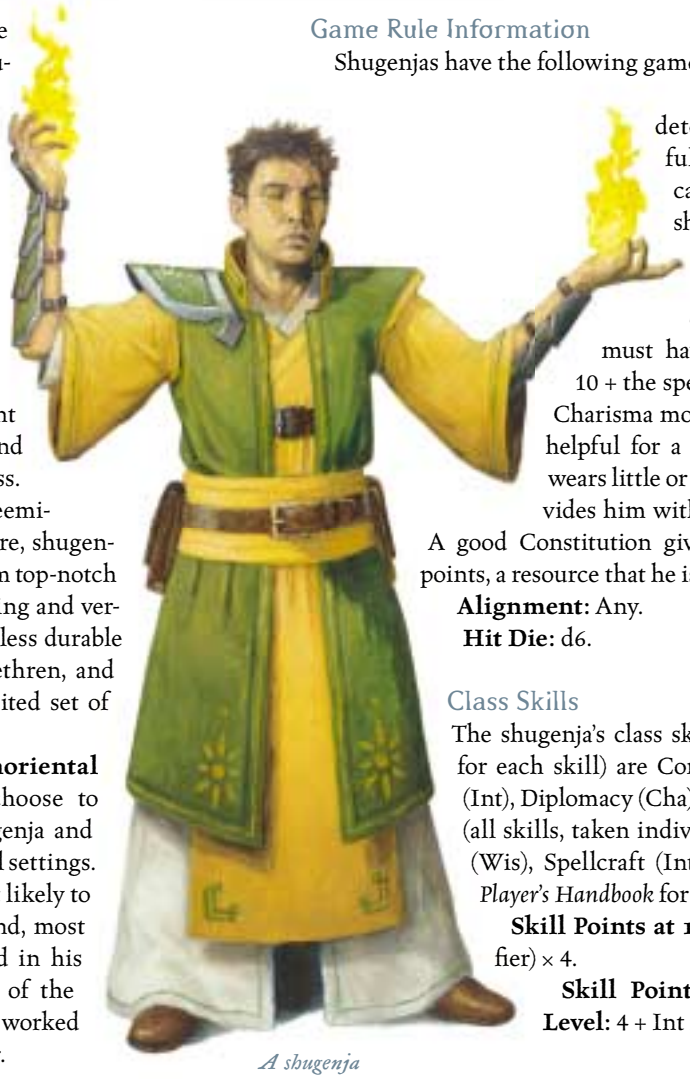
Races: Traditionally, Asian-themed D&D games have dispensed with or replaced the nonhuman races, so shugenjas have been overwhelmingly human. You can invent your own Asian races, use those described in *Oriental Adventures*, or mix Asian culture with the elves, dwarves and other races of traditional fantasy. With such a mix, dwarves and gnomes would be slightly more likely to become shugenjas because they have an affinity for earth.

Other Classes: Like samurai, shugenjas are set apart by their noble station and tend to look down upon members

of other classes. Despite the prevailing view of society, shugenjas do not believe that martial prowess is the ultimate expression of honor—in fact, they look down on the samurai who settle any disagreement or matter of honor with a duel to the death. Shugenjas have little respect for members of other classes; however, shugenjas, especially adventurers, wisely understand that different classes have specialized skills and abilities often needed for success.

Role: Because they're the preeminent spellcasters in their culture, shugenjas' spell lists run the gamut from top-notch combat spells to powerful healing and versatile utility spells. But they're less durable in a fight than their cleric brethren, and like sorcerers, they have a limited set of spells to choose from.

Oriental Classes in Nonoriental Settings: Some DMs may choose to allow classes such as the shugenja and the samurai in their nonoriental settings. If they do, the character is most likely to be a traveler from a faraway land, most likely trained in his homeland in his oriental class. Specific details of the character's background can be worked out with the DM and the player.



A shugenja

Game Rule Information

Shugenjas have the following game statistics.

Abilities: Charisma determines how powerful a spell a shugenja can cast, how many spells the shugenja can cast per day, and how hard those spells are to resist. To cast a spell, a shugenja must have a Charisma score of 10 + the spell's level + the shugenja's Charisma modifier. High Dexterity is helpful for a shugenja (who typically wears little or no armor) because it provides him with an Armor Class bonus. A good Constitution gives a shugenja extra hit points, a resource that he is otherwise low on.

Alignment: Any.

Hit Die: d6.

Class Skills

The shugenja's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Illus. by S. Belledin

Table 1–3: The Shugenja

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Element focus, *sense elements*	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	—	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	—	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	—	6	6	6	6	6	4	—	—	—	—
12th	+6	+4	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+6	+4	+4	+8	—	6	6	6	6	6	6	4	—	—	—
14th	+7	+4	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+7	+5	+5	+9	—	6	6	6	6	6	6	6	4	—	—
16th	+8	+5	+5	+10	—	6	6	6	6	6	6	6	5	3	—
17th	+8	+5	+5	+10	—	6	6	6	6	6	6	6	6	4	—
18th	+9	+6	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+9	+6	+6	+11	—	6	6	6	6	6	6	6	6	6	4
20th	+10	+6	+6	+12	—	6	6	6	6	6	6	6	6	6	5

Class Features

All of the following are class features of the shugenja.

Weapon and Armor Proficiency: Shugenjas are proficient with all simple weapons and with the short sword (they often carry a masterwork short sword called a *wakizashi*). They are not proficient with any type of armor, nor with shields. In their home culture, it is considered inappropriate for a shugenja to wear armor, although shugenjas serving with the military or traveling in foreign lands sometimes take the time to learn how to wear armor properly. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble. Armor does not interfere with his spellcasting.

Spells: A shugenja casts divine spells (the same type of spells available to clerics and druids), which are drawn from the shugenja spell list (page XX). He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a shugenja must have a Charisma score equal to at least 10 + the spell level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a shugenja's spell is 10 + the spell level + the shugenja's Charisma modifier.

Like other spellcasters, a shugenja can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–3: The Shugenja. In addition, he receives bonus spells per day if he has a high Charisma score (see page 8 in the *Player's Handbook*).

A shugenja's selection of spells is extremely limited. A shugenja begins play knowing four 0-level spells and two 1st-level spells of his choice, plus one 0-level spell and one 1st-level spell determined by his shugenja order. At each new shugenja level, he gains one or more new spells as indicated on Table 1–4: Shugenja Spells Known. (Unlike spells per day, the number of spells a shugenja knows is not affected by his Charisma score; the numbers on Table 1–4 are fixed.) One spell of every level is determined by the shugenja's order; sometimes these spells are normal spells on the shugenja spell list, but often they are additions to the spell list. These spells are listed with the shugenja spell list below. Half of the spells a shugenja knows must be of his chosen element, as indicated on Table 1–4.

A shugenja may use a higher-level slot to cast a lower-level spell if he so chooses. For example, if an 8th-level shugenja has used up all his 3rd-level spell slots for the day but wants to cast another one, he could use a 4th-level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

Upon reaching 4th level, and at every even-numbered shugenja level after that (6th, 8th, and so on), a shugenja can choose to learn a new spell in place of one he already knows. In effect, the shugenja "loses" the old spell in exchange for the new one. The new spell's level must be at least two levels lower than the highest-level shugenja spell the shugenja can cast. For instance, upon reaching 4th level, a shugenja could trade in a single 0-level spell (two spell levels below the highest-level shugenja spell he can cast, which is 2nd) for a different 0-level spell. At 6th level, he could trade in a single 0-level or 1st-level spell (since he now can cast 3rd-level shugenja spells) for a different spell of the same level. A shugenja may swap only a single spell at any given level, and must choose whether or not to swap the spell at the

Table 1–4: Shugenja Spells Known*

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	o+2+2	o+1+1	—	—	—	—	—	—	—	—
2nd	o+3+2	o+1+1	—	—	—	—	—	—	—	—
3rd	o+3+2	o+2+1	—	—	—	—	—	—	—	—
4th	o+3+3	o+2+1	o+1+0	—	—	—	—	—	—	—
5th	o+4+3	o+2+2	o+1+1	—	—	—	—	—	—	—
6th	o+4+3	o+2+2	o+1+1	o+1+0	—	—	—	—	—	—
7th	o+4+4	o+3+2	o+2+1	o+1+1	—	—	—	—	—	—
8th	o+4+4	o+3+2	o+2+1	o+1+1	o+1+0	—	—	—	—	—
9th	o+5+4	o+3+2	o+2+2	o+2+1	o+1+1	—	—	—	—	—
10th	o+5+4	o+3+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—	—	—
11th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+1	o+1+1	—	—	—	—
12th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—	—
13th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+1	o+1+1	—	—	—
14th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—
15th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+1+1	—	—
16th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+1+1	o+1+0	—
17th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+1+1	—
18th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+1+1	o+1+0
19th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+2+1	o+1+1
20th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+2+1	o+2+1

*At each level, a shugenja gets an order spell for each spell level, starting at 1st. The "o" on this list represents that. The number in the middle is the number of spells of the shugenja's favored element, and the final number is the additional number of spells known of any element.

same time that he gains new spells known for the level. A shugenja still must honor his elemental focus.

Shugenjas do not have spellbooks, though they write their spells on *ofudas*. These *ofudas* serve as divine focus items and must be read as part of the spellcasting process. Shugenjas can use the Scribe Scroll feat to create magic scrolls that work the same as a wizard or cleric's scrolls.

When casting metamagic spells, remember that the shugenja has not prepared the spell in advance, and is doing so on the spot. The shugenja, therefore, must take more time to cast a metamagic spell than a regular spell. If its normal casting time is 1 standard action, casting a metamagic spell is a full-round action for a shugenja. For spells with a longer casting time, it takes an extra full-round action to cast the spell. Shugenjas cannot use the Quicken Spell metamagic feat.

Element Focus: All shugenjas have a favored element: air, earth, fire, or water. A shugenja's choice of specialized element is sometimes determined by the shugenja order in which he studies. At least half the spells a shugenja knows at each spell level must belong to his favored element, and the spell dictated by his order often belongs to that element as well. This is reflected on Table 1–4, which indicates how many spells of each level must be spells of the shugenja's favored element. At 1st level, for example, the shugenja Kitsu Mari must know at least three 0-level water spells—one water spell determined by his order and two additional water spells, plus two other 0-level spells of any element. He also knows one 1st-level water spell from his order, one additional 1st-level water spell, and one 1st-level spell of any element. Shugenjas automatically gain the benefits of the Spell Focus feat (+1 to spell DCs) for spells from their favored element, regardless of its school.

As the cost of specializing in one element, a shugenja is prohibited from learning spells associated with a different element. The prohibited element is dictated by the favored element, as described below.

Air: Air spells are subtle, involving travel, intuition, influence, divination, and illusion. Earth is the prohibited element for air shugenjas. The Order of the All-Seeing Eye and the Order of the Spring Zephyr specialize in air magic.

Earth: Earth spells involve resilience and resolve, health and growth, and the strength of its body. Air is the prohibited element for earth shugenjas. The Order of the Impenetrable Crucible and the Order of the Perfect Sculpture specialize in earth magic.

Fire: Fire spells are destructive and blatant, though they also deal with intelligence, inspiration, and creativity. Water is the prohibited element for fire shugenjas. The Order of the Consuming Flame specializes in fire magic.

Water: Water spells involve transformation, cleansing, healing, and friendship. Fire is the prohibited element for water shugenjas. The Order of the Forbidding Wasteland and the Order of the Gentle Rain specialize in water magic.

The shugenjas of the Order of the Ineffable Mystery can specialize in any of the four elements. The Ineffable Mystery also trains shugenjas who specialize the fifth element, void. (See the void disciple prestige class in Chapter 2.)

***Sense Elements* (Sp):** One of the first "spells" a shugenja learns—a magical effect so basic that it becomes a spell-like ability—is the ability to sense elements. As a full-round action, a shugenja can become aware of all sources of one chosen element (air, earth, fire, or water) within 10 feet of him. The shugenja learns the size of the objects but not their precise location or actual nature.

By concentrating longer, a shugenja can either extend his magical senses or gather more information about the elements he has detected. Each additional round spent in concentration allows the shugenja to add 5 feet to the radius of his sense ability, to a maximum of 5 additional feet per shugenja level. Thus, at 4th level, Kitsu Mari can sense elements to a maximum range of 30 feet by concentrating for five full rounds. Alternatively, the shugenja can focus on one source of the sensed element per round, attempting a Spellcraft check to determine more about that single item. The amount of information he learns depends on his Spellcraft check result:

Check Result	Information Learned
20 or higher	Item's general location (square containing it, or its nearest boundary if it is larger than a 5-foot square)
25 or higher	Whether the item is natural or a spell effect. (A normal Spellcraft check against DC 20 + spell level can then determine the nature of the spell effect.)
30 or higher	Whether the item is a creature or an object.
35 or higher	The exact nature of the item (for example whether a creature is an efreeti or a fire elemental, whether an object is gold or stone, whether air is breathable or not.)

In subsequent rounds, a shugenja can retry his Spellcraft check on the same item, shift his attention to a different item, or extend the range of his senses.

A 1st-level shugenja can use this ability three times per day. Every five levels he advances as a shugenja allows him to use the ability an additional time per day (four times at 5th level, five times at 10th level, and so one). Like many divination spells, a shugenja's sense elements ability is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

For example, Kitsu Mari enters a room and concentrates to sense water. (Athough he is a water shugenja, he could just as easily sense any other element, including fire.) He becomes aware of all sources of water within 10 feet. A basin of water rests on the nightstand, a person lurks behind the door (living creatures are usually made of all four elements) holding a vial of poison—Kitsu Mari discovers three sources of water within 10 feet of him: one Medium, one Small, and one Fine. Focusing on the Medium source

and concentrating for a round, he makes a Spellcraft check and gets a result of 31. He learns that the Medium source of water is a creature, that it is natural, and where it is. If the assassin behind the door has not already jumped out to attack him, he has learned that a creature is hiding behind the door ... but more likely, he has learned this too late.

Human Shugenja Starting Package

Armor: None (speed 30 ft).

Weapons: Short sword (1d6, crit 19–20/×2, 2 lb., light, piercing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Diplomacy	4	Cha	—
Heal	4	Wis	—
Knowledge (arcana)	4	Int	—
Knowledge (religion)	4	Int	
Spot (cc)	2	Wis	—
Search (cc)	2	Int	
Spellcraft	4	Int	—

Feat: Great Fortitude.

Bonus Feat: Alertness.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Three torches. 10 bolts. Ofuda.

Gold: 1d4 gp.

SPIRIT SHAMAN

Master of the spirit world, the spirit shaman follows a different divine tradition than the cleric or the druid. His world is filled with powerful, living spirits, some helpful and some malign. By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid his comrades or smite his enemies.

Adventures: Spirit shamans exist to mediate between the human world and the spirit world and make sure that humans (and dwarves, elves, orcs, and all other humanoid races, of course) respect the spirits as is only right and proper. Spirit shamans adventure to advance the causes of whichever spirits they favor. Those who venerate helpful spirits seek to assist people deserving of the spirits' protection. Those who revere dark and vengeful spirits promote the chaos and suffering in which their patrons delight. Through their actions, spirit shamans prove the power of their patron spirits and earn prestige and status in the spirit world.

Characteristics: Spirit shamans cast divine spells much the same way druids do, though they get their spells from powerful spirits of nature. Their spells, like the druid's, are oriented toward nature and animals. In addition to spells, spirit shamans gain an increasing array of spirit powers as they advance in level.

Alignment: Spirit shamans, in keeping with the indifference of the spirits, tend toward some measure of dispassion. Unlike druids, they are more tribal than solitary, and involve themselves in the affairs of their fellows. Most spirit shamans are neutral on at least one alignment axis, but it is not uncommon to find a spirit shaman who has become so caught up in the affairs of the living that he has lost his distance from human concerns.

Religion: A spirit shaman reveres the essence of religion more than the practice. He gains his magical powers from the spirits that inhabit all things, living and dead, animate and inanimate. He combines ancestral worship with animal and nature worship. The typical spirit shaman, like a druid, pursues a mystic spirituality of transcendent union with nature rather than devoting herself to a divine entity. Still, some spirit shamans give honor to deities of nature such as either Obad-Hai (god of nature) or Ehlonna (goddess of the woodlands).

Background: Spirit shamans are first taught by older shamans. When a tribe's spirit shaman feels that the time is right, he chooses a potential successor from among the young folk of the tribe. Taking the youth into his own home, he spends years teaching his student the ways of both the natural world and the spirit realm. Typically, when the young spirit shaman is ready, the older shaman then sends his student out to wander the world for a time in order to gain the wisdom and experience necessary to serve as the tribe's spirit shaman on his return. Sometimes, a young shaman impatient with an overly cautious master strikes out on his own to seek out the knowledge he feels his master is withholding.

Races: Halflings, humans, and half-orcs are the races that more commonly give rise to the tribal cultures in which shamans flourish. While rare groups of barbaric dwarves, elves, or gnomes favor a shamanic tradition instead of a cleric or druid one, these communities are uncommon at best.

Other Classes: Spirit shamans perceive a world that no other class truly understands. As such, they feel it is their duty to advise their comrades and protect them from the wrath of the spirits. Spirit shamans respect druids and get along well with them, but they feel that clerics do not pay sufficient respect to the spirit world, and often form long and bitter rivalries with clerics they meet.

Role: The spirit shaman is only a mediocre melee combatant, but he can hurl spell after spell in a combat situation. No other character matches his ability to study a situation and customize his spell selection for offense, defense, or special purposes. Like the druid, he can serve as a party's healer, but he is best in settings where he does not need to devote many of his spell choices to healing and can maximize spell choices that provide offense for the party and aid his companions in battle.

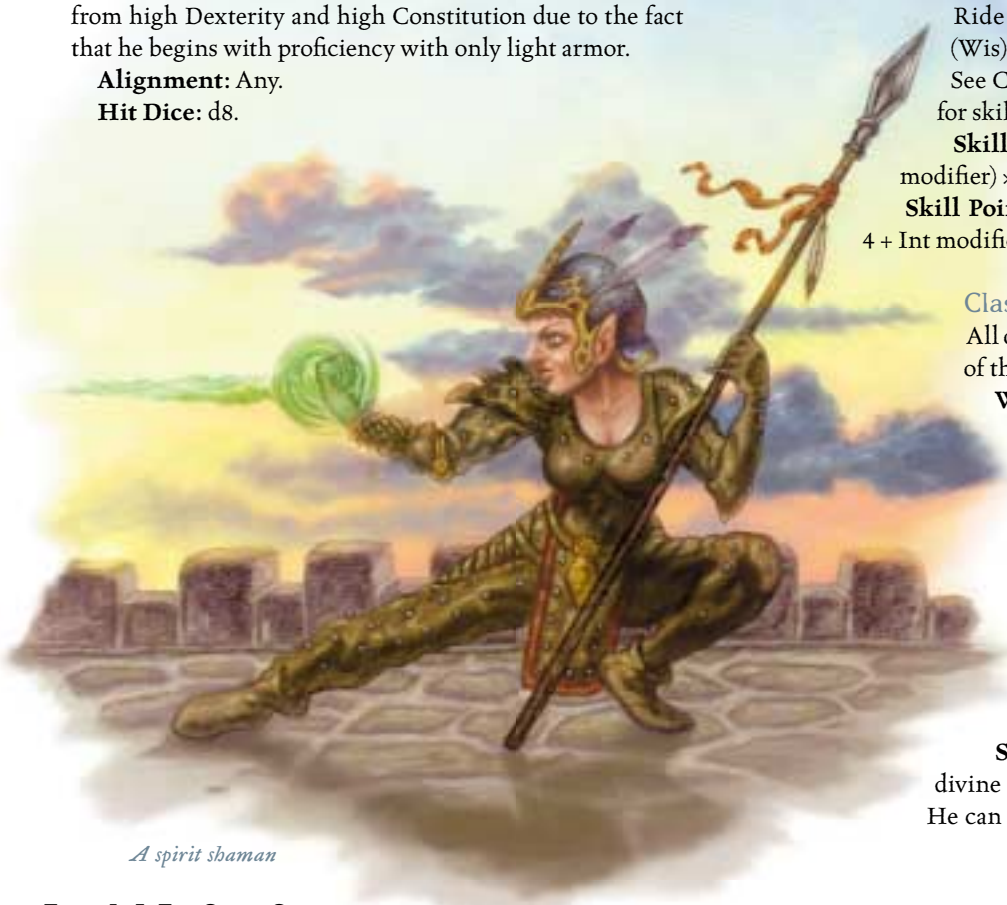
Game Rule Information

Spirit shamans have the following games statistics.

Abilities: Wisdom determines how powerful a spell a spirit shaman can cast and how many spells he can cast per day. Charisma determines how hard those spells are to resist (see Spells, below). Like a druid, the spirit shaman benefits from high Dexterity and high Constitution due to the fact that he begins with proficiency with only light armor.

Alignment: Any.

Hit Dice: d8.



A spirit shaman

Illus. by J. Pavelec

Class Skills

The spirit shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the spirit shaman.

Weapon and Armor Proficiency: A spirit shaman is proficient with the club, dagger, dart, hand axe, javelin, longspear, quarterstaff, shortspear, spear, sling, shortbow, throwing axe, and with light armor and shields. These are the weapons commonly used by the tribal societies in which spirit shamans are found.

Spells: A spirit shaman casts divine spells from the druid spell list. He can cast any spell he has retrieved,

Table 1–5: The Spirit Shaman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Spirit guide, wild empathy	3	2	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Chastise spirits	4	3	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Detect spirits	5	4	2	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Blessing of the spirits	6	5	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Follow the guide	6	6	4	2	—	—	—	—	—	—
6th	+4	+5	+2	+5	Ghost warrior	6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Warding of the spirits	6	6	6	4	2	—	—	—	—	—
8th	+6/+1	+6	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Spirit form 1/day	6	6	6	6	4	2	—	—	—	—
10th	+7/+2	+7	+3	+7	Guide magic	6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Recall spirit	6	6	6	6	6	4	2	—	—	—
12th	+9/+4	+8	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8	Exorcism	6	6	6	6	6	6	4	2	—	—
14th	+10/+5	+9	+4	+9	—	6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+9	Spirit form 2/day	6	6	6	6	6	6	6	4	2	—
16th	+12/+7/+2	+10	+5	+10	Weaken spirits	6	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10	Spirit journey	6	6	6	6	6	6	6	6	4	2
18th	+13/+8/+3	+11	+6	+11	—	6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Favored of the spirits	6	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	Spirit form 3/day, spirit who walks	6	6	6	6	6	6	6	6	6	5

much like a bard or sorcerer can cast any spell he knows without preparing it ahead of time.

To retrieve or cast a spell, a spirit shaman must have a Wisdom score of at least 10 + the spell level (Wisdom 10 for 0-level spells, Wisdom 11 for 1st-level spells, and so on). The Difficulty Class for a saving throw against a spirit shaman's spell is 10 + the spell level + the spirit shaman's Charisma modifier.

Like other spellcasters, a spirit shaman can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–5: The Spirit Shaman. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*).

Like a sorcerer, a spirit shaman knows only a small number of spells. However, each day a spirit shaman may change the spells he knows. When a spirit shaman meditates to regain his daily allotment of spells (see below), he sends forth his spirit guide to bargain with the spirits and retrieve knowledge of the specific druid spells he will be able to use that day. He can cast any spell he has retrieved at any time, assuming he has not yet used up his spells per day for that spell level. For example, a 3rd-level spirit shaman can retrieve three 0-level, two 1st-level, and one 2nd-level druid spells. He can cast 0-level spells five times, 1st-level spells four times, and his 2nd-level spell two times in the course of the day. He might end up using the same 0-level spell five times, or one 0-level spell two times and another 0-level spell three times, or any combination that adds up to five uses of any of his 0-level spells.

If a spirit shaman knows any metamagic feats, he applies them to his spells when he retrieves his spells for the day. For example, a spirit shaman might choose to retrieve an *empowered flame strike* by using a 6th-level spell retrieved slot. Any time he uses *flame strike* during the ensuing day, he must use a 6th-level spell slot to cast it, and it is always empowered. A spirit shaman could use a 4th-level spell slot and a 6th-level spell slot to retrieve *flame strike* and *empowered flame strike* if he wanted to have both spells available to him in a day. A spirit shaman cannot choose to alter his spells with metamagic feats on the fly, as other spontaneous casters do. Spirit shamans using metamagic feats do not have an increased casting time as sorcerers do.

Each spirit shaman must choose a time at which he must spend 1 hour in quiet meditation to regain his daily allotment of spells and bargain with the spirits for the specific spells he knows on that day.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and his guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. He is the only one who can perceive or interact with his guide. It exists only inside his own mind and soul.

Table 1–6: Spirit Shaman Spells Retrieved per Day

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	3	2	—	—	—	—	—	—	—	—
3rd	3	2	1	—	—	—	—	—	—	—
4th	3	3	1	—	—	—	—	—	—	—
5th	3	3	1	1	—	—	—	—	—	—
6th	3	3	2	1	—	—	—	—	—	—
7th	3	3	2	1	1	—	—	—	—	—
8th	3	3	2	2	1	—	—	—	—	—
9th	3	3	3	2	1	1	—	—	—	—
10th	3	3	3	2	2	1	—	—	—	—
11th	3	3	3	3	2	1	1	—	—	—
12th	3	3	3	3	2	2	1	—	—	—
13th	3	3	3	3	3	2	1	1	—	—
14th	3	3	3	3	3	2	2	1	—	—
15th	3	3	3	3	3	3	2	1	1	—
16th	3	3	3	3	3	3	2	2	1	—
17th	3	3	3	3	3	3	3	2	1	1
18th	3	3	3	3	3	3	3	2	2	1
19th	3	3	3	3	3	3	3	3	2	2
20th	3	3	3	3	3	3	3	3	3	2

The spirit shaman's spirit guide confers greater awareness of his surroundings, and grants him the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the Guide and Guide Magic, below).

Spirit Guide	Characteristics
Badger	Orderliness, tenacity
Bear	Strength, endurance
Buffalo	Abundance, good fortune
Cougar	Balance, leadership
Coyote	Humor, trickiness
Crane	Balance, majesty
Crow	Intelligence, resourcefulness
Eagle	Perception, illumination
Elk	Pride, power, majesty
Fox	Cleverness, discretion
Hawk	Awareness, truth
Lizard	Elusiveness
Otter	Joy, laughter
Owl	Wisdom, night
Rabbit	Conquering fear, safety
Raccoon	Curiosity
Scorpion	Defense, self-protection
Snake	Power, life force, potency
Spider	Interconnectedness, industry
Turtle	Love, protection
Vulture	Vigilance, death
Wolf	Loyalty, interdependence

The exact form of the spirit guide is chosen by the spirit shaman at 1st level, usually for the qualities it represents, as shown above. The exact form of a spirit guide is purely personal preference, and confers no special advantages or disadvantages.

Wild Empathy (Ex): Guided by his insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like

a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills in the *Player's Handbook*). The spirit shaman rolls 1d20 and adds his spirit shaman level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Chastise Spirits (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by his patrons in the spirit world to damage hostile spirits (see the What is a Spirit? sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10+ shaman level + Cha modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + his Charisma modifier.

***Detect Spirits* (Sp):** The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

***Blessing of the Spirits* (Sp):** Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which he travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps him maintain control of his mind. If a spirit shaman is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He only gets this one extra chance to succeed on his saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon he holds for as long as he holds it. He also becomes resistant to the touch attacks of incorporeal creatures, and may use his normal Armor Class (not his touch AC) against any touch attack delivered by an incorporeal creature.

***Warding of the Spirits* (Sp):** Starting at 7th level, a spirit shaman can perform a special rite once per day to ward himself and his companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level and otherwise functions like *magic circle against evil*, except it protects against spirits.

Spirit Form (Su): At 9th level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, he can make herself incorporeal for up to 1 minute.

While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to his Charisma modifier (minimum +1).

He has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but he gains the ability to make a melee touch attack (add the spirit shaman's Dexterity modifier to his attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction.

At 15th level and higher, a spirit shaman can use his spirit form twice per day. At 20th level, he can use this ability three times per day.

WHAT IS A SPIRIT?

Several of the spirit shaman's abilities affect spirits. For purposes of the spirit shaman's ability, a "spirit" includes any of the following creatures:

- All incorporeal undead
- All fey
- All elementals
- Creatures in astral form or with astral bodies (but not a creature physically present on the Astral Plane)
- All creatures of the spirit subtype (see *Oriental Adventures*)
- Spirit folk and telthors (see *Unapproachable East*)
- Spirit creatures created by spells such as *dream sight* or *wood wose* (see Chapter 7).

In the spirit shaman's worldview, elementals and fey are simply spirits of nature, and incorporeal undead are the spirits of the dead.

Guide Magic (Su): Starting at 10th level, as a free action, a spirit shaman can assign his spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The spirit shaman can act normally while his spirit guide concentrates on the spell. A spirit guide can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier. A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

Recall Spirit **(Sp):** At 11th level, a spirit shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body. Once per week, he can reconnect a spirit to its body, restoring life to a recently deceased creature. The ability must be used within 1 round of the victim's death. This ability functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature is only restored to –1 hit points (but is stabilized).

Exorcism (Su): Starting at 13th level, as a full-round action, a spirit shaman can force a possessing creature or spirit out of the body it inhabits (for example, a ghost with the malevolence ability). To exorcise a possessing creature, he makes a class level check (also adding his Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any). If his result equals or exceeds the DC, he succeeds in forcing the possessor from the body, with the normal results based on its method of possession. A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

Weaken Spirits (Su): At 16th level and higher, a spirit shaman can choose to strip spirits of their defenses instead of damaging them with his chastise spirits ability. When a spirit is weakened, it loses its spell resistance and any damage reduction overcome by magic weapons, silver or cold iron weapons, and aligned weapons (but not damage reduction overcome by adamantine weapons or not overcome by anything). In addition, an incorporeal spirit loses its immunity to nonmagical attack, its 50% chance to ignore damage from corporeal sources, and its ability to move into or through objects.

To weaken spirits, a spirit shaman uses his chastise spirits ability but chooses to do less damage in exchange for weakening the spirits for a short time. For each 3d6 of chastise spirit damage the spirit shaman foregoes, the affected spirits are weakened for 1 round. For example, a 16th-level spirit shaman chastising two dread wraiths deals 16d6 points of damage to each dread wraith, but he could choose to deal 7d6 points of damage to each wraith and weaken them for 3 rounds. Spirits that make their Will save against the chastise spirits damage are unaffected by the weakening effect (but still take half the damage).

Spirit Journey **(Sp):** A spirit shaman knows how to vanish bodily into the spirit world beginning at 17th level. This ability functions like the spell *shadow walk*, except that a spirit shaman can only transport herself. He need not use the ability in a shadowy area, and he travels through the Plane of Spirits, not the Plane of Shadows. A spirit shaman can use this ability once per day.

Favored of the Spirits **(Sp):** At 19th level, a spirit shaman learns how to perform a special rite that guards him from death. Performing the rite requires 8 hours, and the spirit shaman must bargain away part of his life force, expending 1,000 experience points. The rite's effect lasts until it is dismissed or discharged.

While under the protection of this rite, a spirit shaman instantly receives the benefit of a *heal* spell (caster level equal to his spirit shaman level) if he is reduced to 0 hit points or lower or has any ability score reduced to 0. The spirit shaman receives the spell's effect immediately, even if reduced to –10 hit points or lower by an enemy attack, and thus may survive a blow that otherwise would have killed him. The rite's protection is discharged once it is triggered, and the spirit shaman must perform a new rite to use this ability again.

Spirit Who Walks (Ex): At 20th level, a spirit shaman becomes one with the spirit world. He is forevermore treated as a fey instead of a humanoid for purposes of spells and magical effects. Additionally, he gains damage reduction 5/cold iron.

Human Spirit Shaman Starting Package

Armor: Studded leather +3 AC, armor check penalty –1 speed 30 ft., 20 lb.).

Heavy wooden shield +2 AC, armor check penalty –2, 10 lb.).

Weapons: Handaxe (1d6, crit ×3, 3 lb., one-handed slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Diplomacy	4	Cha	—
Spot	4	Wis	—
Listen	4	Wis	—
Ride	4	Dex	—
Spellcraft	4	Int	—
Survival	4	Wis	—
Swim	4	Str	–6

Feat: Toughness.

Bonus Feat: Combat Casting.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Twenty arrows, three torches.

Gold: 1d4 gp.

Illus. by Scott Rolter

The prestige classes in this chapter all share some connection to the divine. Many are divine spellcasters, but some gain their power by declaring a specific deity as their patron, while others develop special powers through their connection to the divine. These prestige classes aren't just for clerics and druids—though divine spellcasters qualify for many of them—but also for any character that worships a god or has another way to tap into divine power.

CHOOSING A PRESTIGE CLASS

Whether you're looking on behalf of an existing PC or for an NPC you're creating, review the entry requirements and benefits of each prestige class before choosing one. Some of the prestige classes in this chapter require worship of a specific deity, a certain amount of spellcasting ability, or other specialized abilities.

While these prestige classes all share a connection to the divine, they're otherwise quite different from one another. Table 2–1, on the next page, provides some suggestions to start your browsing. Terms used on that table are defined in the following text.

Good Guys/Bad Guys: Members of these groups define themselves by their alignments and their outlooks on the world first, their other abilities second. Their strengths strongly reflect their alignment choices and roleplaying one or the other means putting attitude first. A good guy/bad guy designation doesn't mean that every such character is a hero or villain in your campaign. It's easy to imagine a black flame zealot as a reluctant hero, or as a burnout seeking redemption. Likewise, a church inquisitor can be a hindrance to good PCs despite his compatible alignment.

Extra Domains: These prestige classes offer one or more domains beyond the two chosen by each cleric at 1st level. Extra domains function as described in the section below.

Strong Spellcasting: Prestige classes on this list are good choices for spellcasters who want their progress toward higher levels of magic to be uninterrupted.

Moderate Spellcasting: These prestige classes don't get more and better spells as quickly, but they have other abilities to make up for their reduced progress.

Separate Spellcasting: Prestige classes on this list have their own spell progression and spell list.

Arcane Spellcasting: These prestige classes are particularly friendly to arcane spellcasters, giving them a measure of divine power but maintaining their arcane prowess.

Combat-Focused: These prestige classes are particularly good at fighting with weapons, whether natural or manufactured.

Stealthy: These prestige classes are adept at remaining unseen or unnoticed by their foes.

EXTRA DOMAINS

Several of the prestige classes described in this chapter allow a member of that class to select an additional domain, which gives an additional granted power and offers more spells for the character to choose as domain spells. Sometimes a domain is specified, and other times a character can choose from any domains offered by his deity (or can choose any domain if he doesn't worship a specific god).

If a noncleric enters a prestige class that allows access to a domain, the character still gains access to the domain. He can use the granted power bestowed by the domain normally. If he memorizes spells like a druid, paladin, or ranger, then he can simply choose to memorize one of that domain's spells instead of one of his usual spells, but never more than one domain spell of each level. If he is a spellcaster who keeps a spellbook as a wizard does, then he must find or purchase a scroll of that spell and pay the usual price to scribe the spell into his spellbook. In cases where the spell is only divine the wizard may scribe a divine scroll into his book. The wizard then may memorize one domain spell of each level each day. If the noncleric is a spontaneous caster like a sorcerer or favored soul, then he may select a domain spell to add to his spells known whenever he would have an option to choose a new known spell. A sorcerer does not get to exceed his normal limit of spells known. Once the domain spell is known, the sorcerer may cast it freely. Unless the prestige class specifies otherwise, such spells are considered arcane spells when cast by arcane spellcasters.

For example, if John (a 14th-level paladin) gains five levels in the church inquisitor prestige class, he would gain the granted power of the Inquisition domain, which grants him a +4 bonus on all dispel checks. He would have the spellcasting ability of a 15th-level paladin (since the church inquisitor prestige class adds one level to the character's divine spellcasting ability). Thus, when he chooses his spells during his morning prayers, he could choose *detect chaos* as one of his 1st-level paladin spells and *detect thoughts* as one of his 3rd-level spells. *Zone of truth* and *discern lies* are already on his spell list at the same level or a lower level, so the domain does not affect his 2nd-level or 4th-level spell options.

If Dellv, an 8th-level cleric, enters the contemplative prestige class and gains access to the Glory domain, he can choose the spells in the Glory domain for his domain spells on a given day, or those from the two domains he chose as a 1st-level cleric. The domain's granted power gives him the ability to turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll. The number of spells per day he can cast is standard for a 9th-level cleric; it does not increase.

If Kharid, a 10th-level sorcerer, gains a level in the divine oracle prestige class, he would gain the granted power of the Oracle domain, enabling him to cast divination spells at +2 caster level. He would have the spellcasting ability of an 11th-level sorcerer. Whenever he gains a new known spell of the appropriate level, he can choose the domain spell for that level. He does not gain any additional spells known or spells per day.

ADAPTING PRESTIGE CLASSES

Many of these prestige classes, such as the radiant servant of Pelor, are specific to the worship of one deity. While they're designed with specific deities in mind, such prestige classes are easy to adapt for a campaign that uses different gods or organizations. The radiant servant, for example, would be equally appropriate for any deity with the sun portfolio. When appropriate, each prestige class includes an "adaptation" section that provides guidance for customizing a prestige class to work in your campaign.

Table 2–1: Divine Prestige Classes

Group	Prestige Classes
Good guys	Church inquisitor, consecrated harrier, evangelist, holy liberator, hospitaler, radiant servant of Pelor, rainbow servant, sacred exorcist, seeker of the Misty Isle, shining blade of Heironeous
Bad guys	Black flame zealot, blighter, entropomancer, evangelist, ur-priest
Extra domains	Church inquisitor, contemplative, divine oracle, radiant servant of Pelor, rainbow servant, seeker of the Misty Isle, warpriest
Strong spellcasting	Church inquisitor, contemplative, divine oracle, geomancer, radiant servant of Pelor, sacred exorcist
Moderate spellcasting	Entropomancer, hospitaler, rainbow servant, sacred fist, seeker of the Misty Isle, shining blade of Heironeous, Void disciple, warpriest
Separate spellcasting	Blighter, consecrated harrier, divine crusader, holy liberator, pious templar, temple raider of Olidammara, ur-priest
Arcane spellcasting	Divine oracle, geomancer, rainbow servant, Void disciple
Combat-focused	Consecrated harrier, divine crusader, holy liberator, hospitaler, pious templar, sacred fist, shining blade of Heironeous, warpriest
Stealthy	Black flame zealot, seeker of the Misty Isle, temple raider of Olidammara

When in doubt, tie a prestige class as tightly as you can to the campaign world you're using. We've deliberately left some campaign-specific flavor out of these prestige classes so they would be broadly applicable to many players' campaigns. However, the best prestige classes are ones that you integrate with the rest of the campaign world, so connect them with specific deities, organizations, and locations whenever you can.

BLACK FLAME ZEALOT

The Order of the Black Flame is the hidden blade of their faith, a secret society of holy slayers devoted to the worship of a dark deity of fire and destruction. Trained in unholy rites, the black flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to their god. Even great rulers are not above the deity's wrath, since the Order is a sanctioned and respected means for the wealthy and powerful to pursue vendettas.

Clerics and particularly devout rogues or fighters most often become black flame zealots. A small number of the order's members are high-ranking clerics who keep an eye open for fellow devotees who seem like suitable candidates.

Seith, a black flame zealot

Adaptation: The black flame zealot works best with any nongood patron deity with the Fire domain, such as Pyremius (see page XX) or Kossuth from the Forgotten Realms. It's also relatively straightforward to open the prestige class to any character with access to the Fire and Destruction (or Death) domains. This prestige class is part of a secret society, so you'll want to figure out what the Order of the Black Flame's agenda is in your campaign.

Finally, this prestige class is an example of a profession similar to that of an assassin that doesn't mandate its members be evil (although some certainly are).

Hit Die: d6.

REQUIREMENTS

To qualify to become a black flame zealot, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Hide 8 ranks, Knowledge (religion) 8 ranks, Move Silently 8 ranks.

Feats: Exotic Weapon Proficiency (kukri), Iron Will.

Spells: Able to cast 2nd-level divine spells.

Special: Sneak attack damage +1d6.

Table 2–2: The Black Flame Zealot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Death attack, zealous heart	—
2nd	+1	+0	+3	+3	Poison use	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Sneak attack +1d6	—
4th	+3	+1	+4	+4	—	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	*Fateful stride*	—
6th	+4	+2	+5	+5	Sneak attack +2d6	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Sacred flame	—
8th	+6	+2	+6	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Sneak attack +3d6	—
10th	+7	+3	+7	+7	Unholy immolation	+1 level of existing divine spellcasting class

Illus. by F. Vohwinkel

The character must worship the deity to whom the order is dedicated, and the character must slay an enemy of the faith for no other reason than to join the Order of the Black Flame.

CLASS SKILLS

The black flame zealot's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the black flame zealot prestige class.

Weapon and Armor Proficiency: Black flame zealots gain no proficiency in any weapon or armor.

Spells per Day/Spells Known: At each even-numbered black flame zealot level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one divine spellcasting class before becoming a black flame zealot, the player must decide to which class to add each black flame zealot level for the purpose of determining spells per day and spells known.

Death Attack (Ex): As the assassin ability described on page 180 of the *Dungeon Master's Guide,* except that black flame zealots do not have the option of paralyzing their targets. If a black flame zealot has this class feature from another class (such as assassin), he may add black flame zealot class levels together with the class levels of such other classes to calculate the save DC of his death attack.

Zealous Heart (Su): A black flame zealot is immune to fear, magical or otherwise. Unlike a paladin's aura of courage, this confers no special benefits on his companions.

Poison Use (Ex): At 2nd level, a black flame zealot gains the ability to use poison safely, as the assassin ability.

Sneak Attack (Ex): When he reaches 3rd, 6th, and 9th level, a black flame zealot deals additional sneak attack damage, as the rogue ability. Since the black flame zealot gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

***Fateful Stride* (Sp):** Once per day at 5th level and higher, a black flame zealot can take a single step and pass through obstacles or distance as the spell *dimension door.* The zealot's caster level is equal to half his character level.

Sacred Flame (Su): Beginning at 6th level, at will, a black flame zealot can command a single melee weapon in his possession to burn with a black, deadly fire. The weapon gains the flaming ability, dealing 1d6 points of fire damage per successful attack in addition to its normal weapon damage. Once per day, as a free action the black flame zealot can instead bestow the flaming burst property on a weapon in his possession for 1 minute.

Unholy Immolation (Su): When a black flame zealot reaches 10th level, any creature killed by his death attack or sneak attack is immediately and utterly consumed by unholy fire. The only way to restore life to a being slain in this manner is to use *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle.*

SAMPLE BLACK FLAME ZEALOT

Seith: Male human rogue 2/cleric 3/black flame zealot 7; CR 12; Medium humanoid; HD 2d6+4 plus 3d8+6 plus 7d6+14; hp 71; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14 Base Atk +8; Grp +8; Atk +12 melee (1d4+1 plus 1d6 fire 15–20/×2, *+1 keen kukri*); Full Atk +10/+5 melee (1d4+1 plus 1d6 fire/15–20, *+1 keen kukri*) and +10 melee (1d4+1/18–20, *+1 kukri*); SA death attack, poison use, rebuke undead 2/day (+1, 2d6+2, 3rd), sneak attack +3d6, sacred flame, smite 1/day (+4 to hit, +3 to damage); SQ evasion, *fateful stride* 1/day, zealous heart; AL LE; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +10, Climb +5, Concentration +14, Hide +23, Jump +7, Knowledge (religion) +9, Listen +15, Move Silently +18, Spellcraft +2, Spot +15, Tumble +14; Extend Spell, Improved Initiative, Iron Will, Martial Weapon Proficiency (kukri), Two-Weapon Fighting, Weapon Finesse.

Death Attack (Ex): If Seith studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage the victim must make a DC 18 Fortitude save or die.

Evasion (Ex): If Seith makes a successful Reflex save against an attack that normally deals half damage on a successful save, he instead takes no damage.

***Fateful Stride* (Sp):** Once per day Seith can take a single step and pass through obstacles or distance as the spell *dimension door.* Seith's caster level is 6th for this spell.

Poison Use (Ex): Seith has the ability to use poison safely.

Sacred Flame (Su): Seith can command a single melee weapon in his possession to gain the flaming ability, dealing 1d6 points of fire damage per successful attack in addition to its normal weapon damage. Once per day, as a free action Seith can instead bestow the flaming burst property on a weapon in his possession for 1 minute.

Sneak Attack (Ex): +3d6 points of damage against flat-footed opponents within 30 feet, or against targets Seith is flanking. Creatures without discernible anatomies or that are immune to critical hits are immune to sneak attacks.

Zealous Heart (Su): Seith is immune to fear, magical or otherwise.

Cleric Spells Prepared (5/4+1/4+1/2+1; save DC 12 + spell level): 0—*detect magic, detect poison, guidance, light, resistance*; 1st—*burning hands*, cure light wounds, entropic shield, obscuring mist, shield of faith*; 2nd—*aid, bear's endurance, divine favor (extend), shatter*, silence*; 3rd—*blindness/deafness, magic vestments, resist energy (fire)**

*Domain Spell. Domains: Destruction (smite 1/day, +4 attack, +3 damage), Fire (turn water creatures, or rebuke fire creatures 2/day).

Possessions: Amulet *of natural armor* +1, masterwork studded leather, *+1 keen kukri*, *+1 kukri*, *cloak of elvenkind*, scroll of *divine power, hat of disguise*, *ring of featherfall*, *slippers of spider climbing, potions of blur* (2), *cat's grace* (2), and *darkvision* (2), 40 pp, 9 gp.

Enhanced Seith: HD 2d6+*8* plus 3d8+*12* plus 7d6+*28 plus 12*; hp *115*; Init +*9*; Spd 30 ft.; AC *23*, touch *18*, flat-footed 18; Base Atk +*14*; Grp +*17*; Atk +*19* melee (1d4+6 plus 1d6 fire/17–20, +*1 keen kukri*); Full Atk +17/+12/+7 melee (1d4+6 plus 1d6 fire/17–20, +*1 keen kukri*) and +17 melee (1d4+4/19–20, +*1 kukri*); SA death attack, poison use, rebuke undead 2/day (+1, 2d6+2, 3rd), sneak attack +3d6, sacred flame, smite 1/day (+4 to hit, +3 to damage); SQ *blur, darkvision 60 ft.*, evasion, *fateful stride* 1/day, zealous heart; AL LE; SV Fort +9, Ref +14, Will +12; Str 16, Dex 21, Con 18, Int 12, Wis 14, Cha 8.

If given time to prepare, Seith enters combat with many spells and effects active. The Enhanced Seith statisitics, above, include the following effects. Unless another source such as a potion or scroll is indicated, Seith cast the spell.

Active Spell or Effects (Effect), Duration, Caster Level (Source): *Divine power* (+4 base atk, +12 hp, +6 Str), 7 rounds, CL 7 (scroll); *bear's endurance* (+4 Con), 6 minutes, CL 6; *divine favor* (+2 to hit, +2 damage), 2 minutes, CL 6; *magic vestments* (+1 AC), 6 hours, CL 6; *shield of faith* (+2 AC), 6 minutes, CL 6; *blur* (20% miss chance) 3 minutes, CL 3 (potion); *cat's grace* (+4 Dex), 3 minutes, CL 3 (potion); *darkvision* (60 ft.), 3 hours, CL 3; *flaming burst* (3d10 on critical with kukri), 1 minute, CL NA (class feature).

BLIGHTER

When a druid turns away from the land, the land turns away from him. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, bring desolation wherever they tread.

A blighter gains his spellcasting ability by stripping the earth of life. A swath of deforested land always marks his path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

Adaptation: In many ways, the blighter is to the druid what the blackguard is to the paladin. While it's likely that blighters are loners, you could also develop a secret cult of blighters devoted to ruining the world's ecology.

Hit Die: d8.

REQUIREMENTS

To qualify as a blighter, a character must fulfill the following criteria.

Alignment: Any nongood.

Base Attack Bonus: +4.

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

CLASS SKILLS

The blighter's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (herbalist) (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: Since blighters are ex-druids, they lose their druid spellcasting abilities. However, they gain access to new, more destructive spells. At each blighter level, the character gains spells per day according to Table 2–3. He must choose his spells from the blighter spell list, below. The blighter's caster level is equal to his blighter level plus his druid level.

To cast a blighter spell, a blighter must have a Wisdom score of at least 10 + the spell's level, so a blighter with a Wisdom of 10 or lower cannot cast these spells. Blighter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blighter's Wisdom modifier. When the blighter gets 0 spells per day of a given level (for instance 2nd-level spells for a 2nd-level blighter), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blighter's spell list appears below. A blighter has access to any spell on the list and can freely choose which to

prepare, just as a druid. A blighter prepares and casts spells just as a druid does (though a blighter cannot spontaneously cast *summon* spells).

The blighter gains access to his daily spells through *deforestation* (see below). If he goes more than 24 hours without deforesting a wooded area, he cannot cast spells until he does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or mistletoe. Any material component for a blighter's spell must have been dead for at least a day before use.

***Deforestation* (Sp):** A blighter can kill all nonsentient plant life within a radius of 20 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wis modifier) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants selected by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

Deforestation enables a blighter to cast his daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Blightfire (Su): Starting at 2nd level, as a standard action, a blighter can unleash a scorching blast of fire. This effect deals 5d6 points of fire damage to all creatures within 10 feet (Reflex half; save DC is 10 + blighter's class level + blighter's Wis modifier) and ignites flammable objects it

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Calista, a blighter

Table 2–3: The Blighter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	*Deforestation*	4	2	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Blightfire, sustenance	5	3	0	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	*Undead wild shape* 1/day	5	3	1	0	—	—	—	—	—	—
4th	+3	+4	+1	+4	*Speak with dead animal, undead wild shape* 2/day	6	3	2	1	0	—	—	—	—	—
5th	+3	+4	+1	+4	Contagious touch 1/day, *undead wild shape* (Large)	6	3	3	2	1	0	—	—	—	—
6th	+4	+5	+2	+5	Animate dead animal, *undead wild shape* 3/day	6	3	3	3	2	1	0	—	—	—
7th	+5	+5	+2	+5	Contagious touch 2/day	6	4	3	3	3	2	1	0	—	—
8th	+6	+6	+2	+6	Unbond, *undead wild shape* 4/day	6	4	4	3	3	3	2	1	0	—
9th	+6	+6	+3	+6	Contagious touch 3/day, *undead wild shape* (Huge)	6	5	4	4	4	4	3	2	1	0
10th	+7	+7	+3	+7	Plague, *undead wild shape* 5/day	6	5	5	4	4	4	4	3	2	1

touches. Blighters delight in starting wildfires and often use this ability to do so.

Sustenance (Ex): At 2nd level and higher, a blighter no longer needs food or water to survive.

***Undead Wild Shape* (Sp):** At 3rd level, the blighter gains a version of the wild shape ability. *Undead wild shape* functions like the druid's wild shape ability, except that the blighter adds the skeleton template to the animal form he chooses to transform into. The blighter's animal form is altered as follows:

— Type changes to undead.

— Natural armor bonus is +0 (Tiny animal), +1 (Small), +2 (Medium or Large), or +3 (Huge).

— +2 Dexterity, no Constitution score.

— Immunity to cold.

— Damage reduction 5/bludgeoning.

The blighter gains one extra use per day of this ability at every even blighter level after 3rd. In addition, he gains the ability to take the shape of a Large skeletal animal at 5th level and a Huge skeletal animal at 9th level.

***Speak with Dead Animal* (Sp):** Starting at 4th level, a blighter can converse with dead animals. This ability functions like a *speak with dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Contagious Touch (Su): At 5th level and higher, a blighter can produce an effect like that of a *contagious touch* spell once per day. He gains one extra use per day of this ability for every two additional blighter levels he acquires.

***Animate Dead Animal* (Sp):** This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component. It is usable once per day.

***Unbond* (Sp):** Beginning at 8th level, a blighter can temporarily separate a bonded animal or magical beast (such as an animal companion, familiar, or mount) from its master once per day. The target creature must be within 40 feet of both its master and the blighter. If the master fails a Will save (DC 10 + blighter level + blighter's Wis modifier), the bond terminates as if the servitor had died, though this does not cause experience loss in the case of a familiar. Normally hostile creatures attack their masters but are otherwise unaffected. The bond returns after 1 minute per blighter level, restoring all benefits. Alternatively, the master can regain the servitor through the normal methods of acquisition.

Plague (Su): At 10th level and higher, a blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius. Plague is usable once per day.

BLIGHTER SPELL LIST

Blighters choose their spells from the following list.

0 Level: *detect magic, detect poison, flare, ghost sound, inflict minor wounds, read magic, touch of fatigue.*

1st Level: *bane, burning hands, curse water, decomposition*, detect undead, doom, endure elements, inflict light wounds, invisibility to animals, ray of enfeeblement.*

2nd Level: *chill metal, chill touch, darkness, death knell, fire trap, flaming sphere, heat metal, inflict moderate wounds, produce flame, resist elements, warp wood.*

3rd Level: *contagion, deeper darkness, desecrate, diminish plants, dispel magic, inflict serious wounds, poison, protection from elements, stinking cloud, vampiric touch.*

4th Level: *animate dead, antiplant shell, blight, death ward, flame strike, inflict critical wounds, languor*, repel vermin, rusting grasp, transmute mud to rock, transmute rock to mud, unhallow, wall of fire.*

5th Level: *antilife shell, contagious touch*, create undead, forbiddance, repel wood, waves of fatigue.*

6th Level: *acid fog, antipathy, circle of death, finger of death, fireseeds, greater dispel magic, harm.*

7th Level: *control undead, control weather, earthquake, firestorm, miasma*, repel metal or stone, repulsion.*

8th Level: *horrid wilting, mind blank, shambler, waves of exhaustion.*

9th Level: *antipathy, foresight, implosion, incendiary cloud, storm of vengeance.*

*New spell described in Chapter 7 of this book.

SAMPLE BLIGHTER

Calista: Female human druid 5/ranger 1/blighter 2; CR 8; Medium humanoid; HD 5d8+10 plus 1d8+2 plus 2d8+4 plus 3; hp 58; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +5; Grp +7; Atk +9 melee (2d4+4/x4, *+1 scythe*); Full Atk +9 melee (2d4+4/x4, *+1 scythe*); SA blightfire, deforestation, favored enemy animals +2; SQ sustenance, wild empathy +0; AL NE; SV Fort +11, Ref +6, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +13, Knowledge (nature), Listen +16, Spot +16, Survival +14; Alertness, Lightning Reflexes, Toughness, Track[B], Weapon Focus (scythe).

Blightfire (Su): As a standard action, Calista can deal 5d6 points of fire damage to all creatures within 10 feet, Reflex DC 15 half.

***Deforestation* (Sp):** Once per day, as a full-round action, Calista can kill all nonsentient plant life within a 20-foot radius. Controlled plants' owners can resist this effect with a DC 15 Fortitude save.

Favored Enemy (Ex): Calista gains a +2 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. She gets the same bonus on weapon damage rolls against animals.

Sustenance (Ex): Calista does not need food or water to survive.

Blighter Spells Prepared (5/4/1; save DC 13 + spell level): 0—*detect magic* (2), *detect poison*, *inflict minor wounds* (2); 1st—*burning hands*, *decomposition*, *ray of enfeeblement* (2); 2nd—*flaming sphere*.

Possessions: +1 breastplate, *amulet of natural armor* +1, *ring of deflection* +1, *+1 scythe*, *cloak of resistance* +1, *potions of blur* and *cure moderate wounds*, 21 pp, 2 gp.

CHURCH INQUISITOR

While many champions of good are dedicated to fighting forces of evil that are external to them and their church—as clerics and paladins of Heironeous are devoted to destroying followers of Hextor—the church inquisitor is at least as concerned about evil and corruption within. When greed eats away at a church hierarchy, when devils infiltrate a knightly order and seduce its leaders to evil, when high clerics succumb to evil enchantments and fall from the path of their deities, it is usually a church inquisitor who uncovers this kind of taint and cuts it away.

Church inquisitors specialize in divination (to seek out evil and corruption) and abjuration (to protect themselves and others from evil magic). They are most often drawn from the clerics or paladins of a lawful church or order. Members of other classes usually find it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order—perhaps even as subjects of the inquisitor's investigations. Church inquisitors are particularly likely to appear after incidents involving demons or devils, since they combat the widespread corruption these creatures tend to leave in their wake.

Adaptation: As written, this prestige class isn't specific to a deity or organization—but in your campaign it certainly could be. Perhaps a particular church has an "Order of the Watchful Eye" that functions as an internal-affairs department for the paladins and clerics in other orders. Or a theocracy might have an FBI-style organization full of church inquisitors that investigate demon-spawned crimes across the nation.

Hit Die: d8.

REQUIREMENTS

To qualify to become a church inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Base Save Bonus: Will +3.

Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 4 ranks.

Spells: Able to cast *zone of truth* as a divine spell.

Special: Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

CLASS SKILLS

The church inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the church inquisitor prestige class.

Weapon and Armor Proficiency: Church inquisitors gain no weapon or armor proficiencies.

***Detect Evil* (Sp):** A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain (a +4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Table 2–4: The Church Inquisitor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	0	0	+2	*Detect evil*, Inquisition domain	+1 level of existing divine spellcasting class
2nd	+1	0	0	+3	Immune to charms	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Pierce illusion	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Pierce disguise	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Immune to compulsions	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	Force shapechange	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	Immunity to possession	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	*Discern lies*	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	Learn the truth	+1 level of existing divine spellcasting class

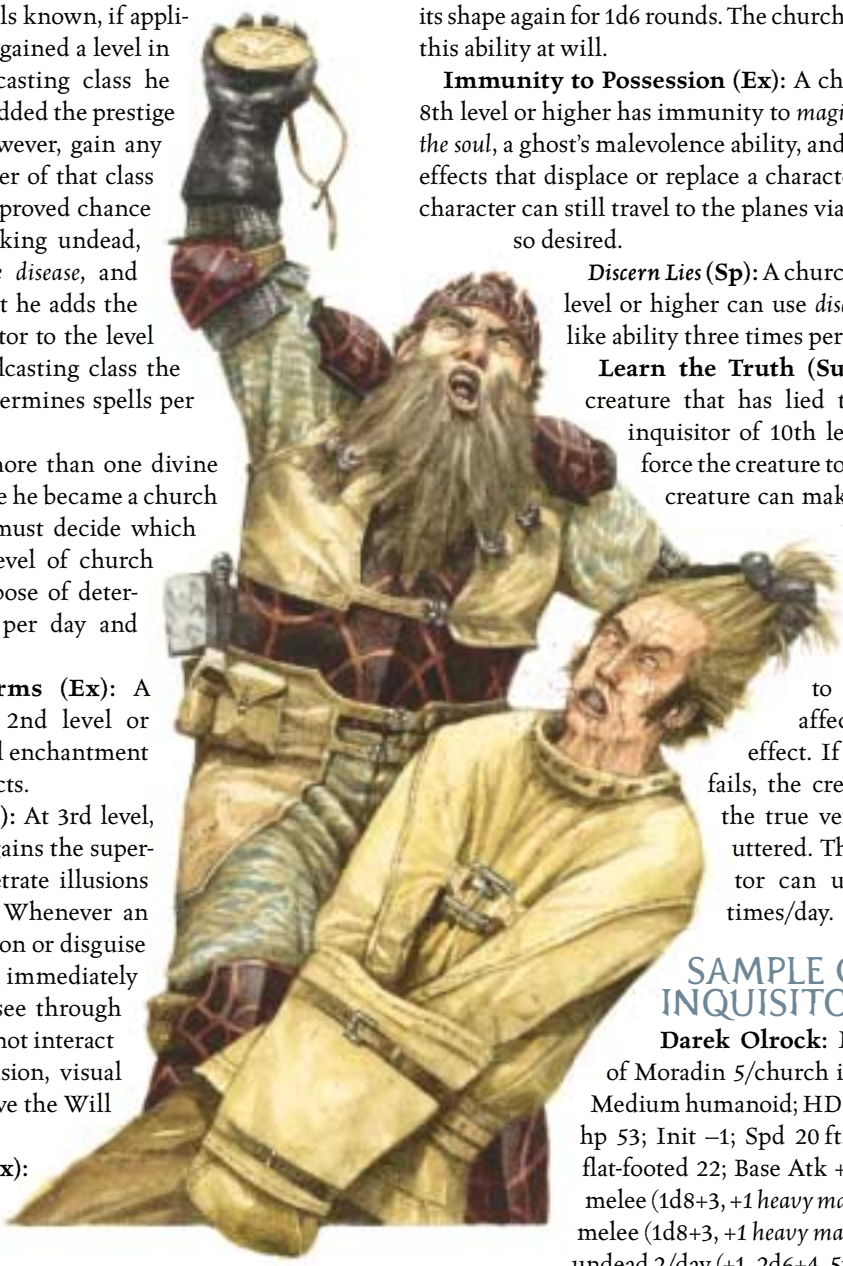
Spells per Day/Spells Known: A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition. Thus, when a new church inquisitor level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease,* and so on). This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a church inquisitor, the player must decide which class to assign each level of church inquisitor for the purpose of determining divine spells per day and spells known.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.



Darek Olrock, a church inquisitor

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self, polymorph, shapechange,* and alternate form abilities, whether exceptional, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

Immunity to Possession (Ex): A church inquisitor of 8th level or higher has immunity to *magic jar, soul bind, trap the soul,* a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection*, if so desired.

***Discern Lies* (Sp):** A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times per day.

Learn the Truth (Su): By touching a creature that has lied to him, a church inquisitor of 10th level or higher can force the creature to tell the truth. The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Cha modifier) to resist this mind-affecting compulsion effect. If the saving throw fails, the creature must speak the true version of the lie it uttered. The church inquisitor can use this ability 3 times/day.

SAMPLE CHURCH INQUISITOR

Darek Olrock: Male dwarf cleric of Moradin 5/church inquisitor 4; CR 9; Medium humanoid; HD 5d8+5 plus 4d8+4; hp 53; Init –1; Spd 20 ft.; AC 22, touch 9, flat-footed 22; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, +1 *heavy mace*); Full Atk +9/+4 melee (1d8+3, +1 *heavy mace*); SA spells, turn undead 2/day (+1, 2d6+4, 5th); SQ darkvision 60 ft., *detect evil,* dwarf traits, immunity to charms, pierce disguise, pierce illusions; AL LG; SV Fort +6† (+8† against poison), Ref +1†, Will +11†; Str 14, Dex 8, Con 12, Int 14, Wis 16, Cha 8.

Skills and Feats: Concentration +13 (+17 when casting defensively), Decipher Script +5, Knowledge (arcana) +5, Knowledge (religion) +9, Search +5, Sense Motive +10, Spellcraft +5, Spot +7 (+11 against the Disguise skill); Combat Casting, Glorious Weapons*, Skill Focus (Sense Motive), Spell Penetration.

*New feat described in Chapter 3.

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Detect Evil **(Sp):** At will, Darek can use *detect evil*, as the spell.

Dwarf Traits: Darek has stonecunning, which grants him a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attack rolls against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants. Their race also gives them a +2 bonus on Appraise or Craft checks that are related to stone or metal items.

†Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Immune to Charms (Ex): Darek is immune to all enchantment (charm) spells and effects.

Pierce Disguise (Ex): Darek has a +4 competence bonus on Spot checks against the Disguise skill.

Pierce Illusion (Su): Darek can penetrate illusions and disguises at will. Whenever he sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. He need not interact with or touch the illusion; visual contact is enough.

Cleric Spells Prepared (6/6/6/5/3/2; save DC 13 + spell level, caster level 9th): 0—*detect magic, detect poison, guidance, light, read magic, virtue;* 1st—*bless, command, detect chaos*[D]*, entropic shield, sanctuary, shield of faith;* 2nd—*aid, bear's endurance, hold person, remove paralysis, shield other, zone of truth*[D]*;* 3rd—*dispel magic* (2), *invisibility purge, protection from energy*[D]*, searing light;* 4th—*dismissal, divine power, spell resistance*[D]*;* 5th—*righteous might, true seeing*[D].

[D] Domain spell. *Domains:* Inquisition (+4 bonus to all dispel checks), Law (cast law spells at +1 caster level), Protection (protective ward grants +5 resistance bonus on next save, 1/day).

Possessions: +1 full plate, +1 heavy steel shield, +1 heavy mace, phylactery of faithfulness, +1 amulet of natural armor, stone of alarm, silver holy symbol of Moradin.

CONSECRATED HARRIER

The consecrated harrier acts as a bounty hunter for his religion or organization. Where church inquisitors hunt evil and corruption within a church and other champions of good fight external forces of evil in general, a consecrated harrier hunts blasphemers, heretics, and those who betray or attack the church directly. For instance, a consecrated harrier might accept a mission to track down and kill an ogre that defiled a shrine, or to bring a heretic before the heads of his church. The mission is always related to either a single, specific offense of blasphemy or defilement, or to the source of a heresy. The church assigns missions or targets as needed.

Hunting specific enemies of a church requires many of the skills possessed by bounty hunters. While the consecrated harrier deals with his targets capably once he finds them, he must find them first. The consecrated harrier must be subtle and clever, as well as strong in his faith. Because his foes may have spells and magical abilities of their own, he must be strong-willed and prepared to properly deal with such. Paladins and clerics often make good consecrated harriers because of their high Charisma scores. Rangers are equally desirable because of their superior tracking abilities. Rogues often possess the subtlety and conversational skills to locate their targets.

A consecrated harrier can be difficult for others to spot. He uses his skills, spells, and abilities to mask his nature until he can confront his target. Most consecrated harriers appear to be genial, pleasant people who always have a joke or a story to tell. This facade masks their true, implacable nature, allowing them to gather clues without arousing interest or suspicion. Particularly powerful or well-protected foes attract small groups of consecrated harriers who work with other classes to reach and confront their targets.

Hit Die: d10.

REQUIREMENTS

To qualify to become a consecrated harrier, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +5.

Skills: Disguise 5 ranks, Gather Information 5 ranks.

Feat: Track.

Special: The candidate must accept an assignment from his church to locate and destroy some specific, individual enemy of the church. A character who fails must wait a year and a day before applying again. If he succeeds, the church accepts him as a consecrated harrier and he may gain levels in the class.

CLASS SKILLS

The consecrated harrier's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Profession (Wis), Ride (Dex), Search (Int), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the consecrated harrier prestige class.

Weapon and Armor Proficiency: Consecrated harriers gain no weapon or armor proficiencies.

Spells per Day: A consecrated harrier gains the ability to cast a small number of divine spells. To cast a spell, the consecrated harrier must have a Wisdom score of at least 10 + the spell's level, so a consecrated harrier with a Wisdom of 10 or lower cannot cast spells. Consecrated harrier bonus spells are based on Wisdom, and saving throws against these

spells have a DC of 10 + spell level + Wis modifier. When the consecrated harrier gets 0 spells of a given level (for instance 0 1st-level spells at 1st level), the harrier gets only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The consecrated harrier uses the ranger spell list, with the following additions: 1st—*animate rope, calm emotions, command, disguise self, doom*; 2nd—*charm person, daylight, detect thoughts, hold person*; 3rd—*clairaudience/clairvoyance, death ward, discern lies, see invisibility*; 4th—*dismissal, dominate person, legend lore, mark of justice.*

Blessing of Scripture (Su): All consecrated harriers receive a +2 sacred bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when in pursuit of their church-assigned target. If the assigned target is a group, this bonus applies to the group's leader. They receive the same bonus on weapon (or unarmed) damage rolls against their targets. This bonus increases to +4 at 5th level, and to +6 at 10th level.

***Detect Chaos* (Sp):** A consecrated harrier can use *detect chaos* at will as a cleric of equal level.

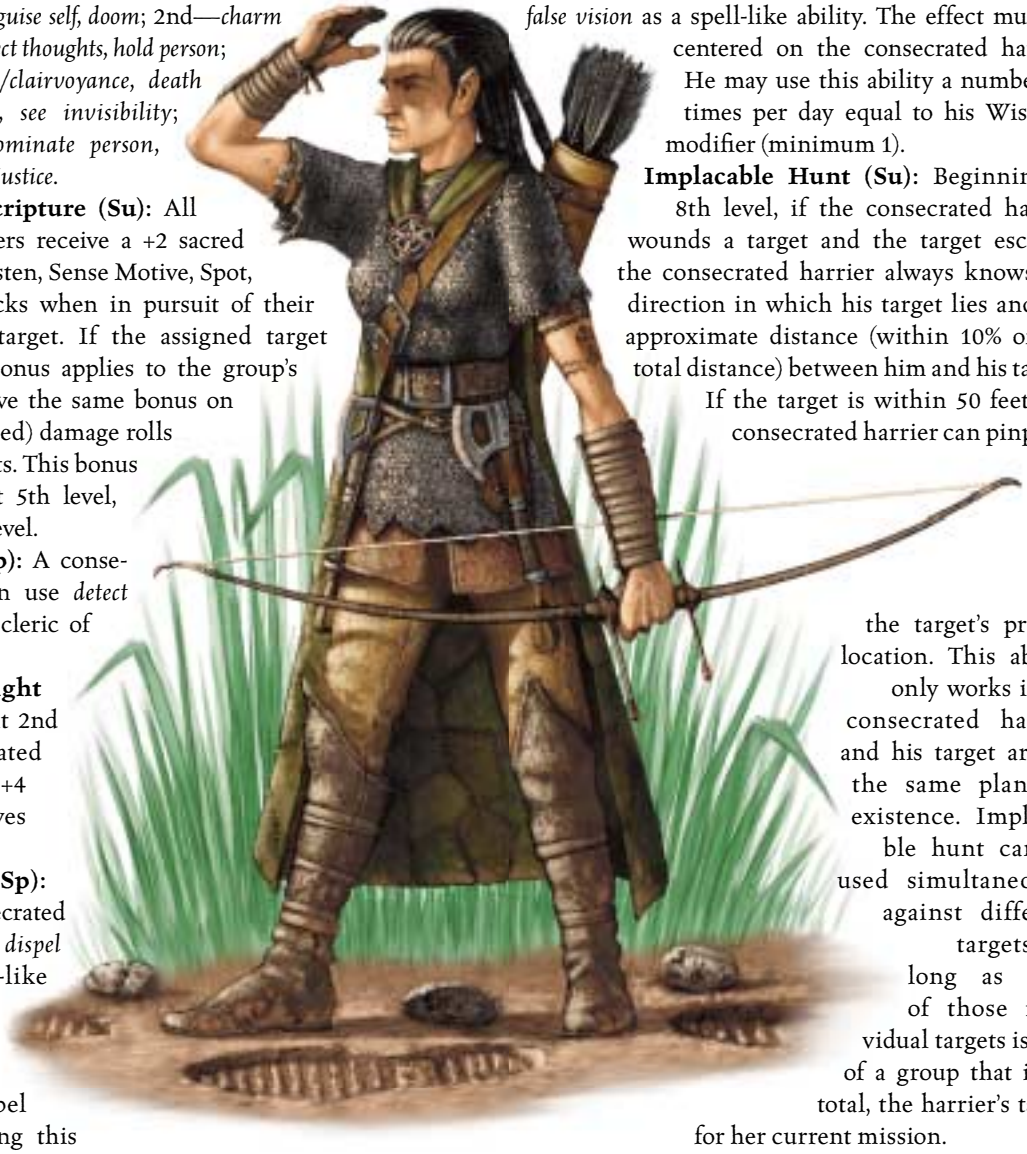
Sanctified Sight (Su): Beginning at 2nd level, a consecrated harrier receives a +4 bonus on all saves against illusions.

***Dispel Magic* (Sp):** A 3rd-level consecrated harrier can use *dispel magic* as a spell-like ability. He may add his blessing of scripture bonus on dispel checks when using this spell-like ability. He may use this ability a number of times per day equal to his Wisdom modifier (minimum 1).

***Crushing Despair* (Sp):** Starting at 4th level, a consecrated harrier can use *crushing despair* as a spell-like ability. He may use this ability a number of times per day equal to his Wisdom modifier (minimum 1).

***False Vision* (Sp):** A 6th-level consecrated harrier can use *false vision* as a spell-like ability. The effect must be centered on the consecrated harrier. He may use this ability a number of times per day equal to his Wisdom modifier (minimum 1).

Implacable Hunt (Su): Beginning at 8th level, if the consecrated harrier wounds a target and the target escapes, the consecrated harrier always knows the direction in which his target lies and the approximate distance (within 10% of the total distance) between him and his target. If the target is within 50 feet, the consecrated harrier can pinpoint the target's precise location. This ability only works if the consecrated harrier and his target are on the same plane of existence. Implacable hunt can be used simultaneously against different targets, as long as each of those individual targets is part of a group that is, in total, the harrier's target for her current mission.



Raina Derrylan, a consecrated harrier

Illus. by F. Vohwinkel

Table 2–5: The Consecrated Harrier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+0	+0	+2	Blessing of scripture +2, *detect chaos*	0	—	—	—
2nd	+2	+0	+0	+3	Sanctified sight	1	—	—	—
3rd	+3	+1	+1	+3	*Dispel magic*	1	0	—	—
4th	+4	+1	+1	+4	*Crushing despair*	1	1	—	—
5th	+5	+1	+1	+4	Blessing of scripture +4	1	1	0	—
6th	+6	+2	+2	+5	*False vision*	1	1	1	—
7th	+7	+2	+2	+5	—	2	1	1	0
8th	+8	+2	+2	+6	Implacable hunt	2	1	1	1
9th	+9	+3	+3	+6	—	2	2	1	1
10th	+10	+3	+3	+7	Blessing of scripture +6, faultless hunt	2	2	2	1

Faultless Hunt (Su): At 10th level, a consecrated harrier who establishes an implacable hunt can intensify this to a faultless hunt, enabling him to locate his quarry even across planar boundaries. Unlike an implacable hunt, which can affect several individuals at the same time, only one faultless hunt against a single individual can be pursued at one time. For the consecrated harrier to begin a faultless hunt, he must abandon any faultless hunt that he is already conducting.

Code of Conduct: A consecrated harrier must make it known to his target who he is and why he is there at the time of the confrontation. He cannot sneak attack her target. He cannot slay his target on a battlefield without the target knowing who he is and why he is there. Consecrated harriers purposely word the requirements for conducting themselves vaguely, so that an individual consecrated harrier in the field has some flexibility. Harriers who fail to act according to their code of conduct must undertake an act of atonement before they can add any further levels of this class (see the *atonement* spell description, page 201 of the *Player's Handbook*).

Multiclass Note: A paladin who becomes a consecrated harrier may continue advancing as a paladin.

SAMPLE CONSECRATED HARRIER

Raina Derrylan: Female halfling rogue 1/ranger 5/consecrated harrier 3; CR 9; Small humanoid; HD 1d6+1 plus 5d8+5 plus 3d10+3; hp 54; Init +3; Spd 20 ft.; AC 21, touch 14, flat-footed 18; Base Atk +8; Grp +3; Atk +7 melee (1d4, Small *+1 throwing axe*) or +13 ranged (1d6, Small *+1 composite longbow*) or +13 ranged (1d4, Small *+1 throwing axe*); Full Atk +7/+2 melee (1d4, Small *+1 throwing axe*) or +13/+8 ranged (1d6, Small *+1 composite longbow*) or +13 ranged (1d4, Small *+1 throwing axe*); SA combat style (archery), favored enemy evil outsiders +4, favored enemy goblinoids +2, sneak attack +1d6, spells; SQ animal companion (link, share spells), blessing of scripture, *detect chaos*, *dispel magic*, halfling traits, sanctified sight, trapfinding, wild empathy +6; AL LG; SV Fort +6, Ref +10, Will +6 (+10 against illusions); Str 8, Dex 17, Con 12, Int 10, Wis 14, Cha 13.

Skills and Feats: Bluff +9, Climb +1, Concentration +9, Diplomacy +11, Disguise +12, Gather Information +10, Intimidate +3, Jump +1, Knowledge (local) +8, Listen +12, Move Silently +5, Search +13, Spot +10, Survival +10, Use Rope +7; Endurance[B], Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot[B], Track[B], Weapon Focus (longbow).

Animal Companion (Ex): Raina has a wolf named Silver as an animal companion (see *Monster Manual*, page 283). The ranger and Silver enjoy the link and share spells special qualities.

Link (Ex): Raina can handle Silver as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her wolf.

Share Spells (Ex): Raina may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of "You" on her animal companion.

Blessing of Scripture (Su): Raina receives a +2 sacred bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when in pursuit of her church-assigned target. She gains this same bonus on weapon damage.

Combat Style (Ex): Raina has selected archery. She gains the Rapid Shot feat without having to meet the normal prerequisites.

***Detect Chaos* (Sp):** Raina can use *detect chaos* at will as a 3rd-level cleric.

***Dispel Magic* (Sp):** Raina can use *dispel magic* four times per day. She may add her blessing of scripture bonus when using this spell-like ability against an assigned target's spells or spell-like effects.

Favored Enemy (Ex): Raina gains a +4 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil outsiders. She gains the same bonus on weapon damage.

Against goblinoids, she gains a +2 bonus on these skill checks and on weapon damage rolls.

Halfling Traits (Ex): Halflings have a +2 morale bonus on saves against fear and a +1 racial bonus on attack rolls with thrown weapons and slings.

Sanctified Sight (Su): Raina receives a +4 bonus on all saves against illusions or illusion effects.

Sneak Attack (Ex): +1d6 points of damage against flat-footed opponents within 30 feet, or against targets Raina is flanking. Creatures without discernible anatomies or that are immune to critical hits are immune to sneak attacks.

Trapfinding (Ex): Raina can use a Search check to locate a trap when the task has a DC higher than 20.

Consecrated Harrier Spells Prepared (2/1; save DC 14 + spell level): 1st—*animate rope, disguise self*; 2nd—*detect thoughts*.

Possessions: +1 mithral shirt, 2 +1 throwing axes, +1 small composite longbow, ring of protection +1, cloak of resistance +1, 40 arrows.

CONTEMPLATIVE

For any servant of a deity, no joy is greater than at those rare moments when the presence of his patron deity is a real, tangible force, sending shivers of power through his body and sending his soul soaring. For some, the taste of this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, making them worthy of closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Rather than devoting their lives to a deity, some contemplatives strive to conform themselves to some other abstract principle, such as an alignment. Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs—a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

Adaptation: Central to this prestige class is the notion of gaining power through meditation and prayer. Perhaps only certain deities reward their followers in this specific way, or maybe only clerics who don't worship a deity are eligible to become contemplatives because they aren't tied to specific tenets of faith. Finally, the flavor of this prestige class and the flexibility of the bonus domain class feature make it a good choice if you want a prestige class to represent a change in worship from one deity to another.

Hit Die: d6.

REQUIREMENTS

To qualify to become a contemplative, a character must fulfill all the following criteria.

Skill: Knowledge (religion) 13 ranks.

Spells: Able to cast 1st-level divine spells.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

CLASS SKILLS

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A contemplative who was previously a spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day (and spells known, if applicable) as

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Serena Sparklegern Hedow, a contemplative

Table 2–6: The Contemplative

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	Bonus domain, divine health	+1 level of existing divine spellcasting class
2nd	+1	+0	0	+3	Slippery mind	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Divine body	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Bonus domain	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing divine spellcasting class

if he had also gained a level in the spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This essentially means that he adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, he gains new spells as if he had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If he next gains a level as a cleric, making him a 12th-level cleric/1st-level contemplative, he gains spells as if he had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before he became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day and spells known.

If the contemplative did not previously belong to a divine spellcasting class, he gains the ability to cast divine spells exactly as a cleric of his patron deity. His spell progression is the same as that of a cleric.

Bonus Domain: Upon adopting the contemplative class, and again at 6th level, a character gains access to a bonus domain of his choice. The character can choose any domain made available by his deity or alignment. The character gains the granted power associated with the domain he chooses, and can select the spells in that domain as his daily domain spells.

Divine Health (Ex): A contemplative has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel him. If a contemplative with resistant mind is affected by an enchantment and fails his saving throw, one round later he can attempt his saving throw again. He only gets this one extra chance to succeed on his saving throw.

Divine Wholeness (Su): At 3rd level and higher, a contemplative can heal his own wounds, in addition to any other healing ability he may have. He can heal up to four times his contemplative level in hit points each day, and he can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. His spell resistance equals his class level + 15. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties he has already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. He is forevermore treated as an outsider (native) rather than a humanoid for the purposes of spells and magical effects. Additionally, the contemplative gains damage resistance 10/magic.

SAMPLE CONTEMPLATIVE

Serena Sparklegem Hedow: Female gnome cleric of Garl Glittergold 10/contemplative 3; CR 13; Small humanoid; HD 10d8+20 plus 3d6+6; hp 87; Init –1; Spd 15 ft.; AC 22, touch 11, flat-footed 22; Base Atk +9; Grp +3; Atk +1 *ghost touch battleaxe* +9 melee (1d6/×3) or *javelin of lightning* (5d6 electricity; Reflex DC 14 half); Full Atk +1 *ghost touch battleaxe* +9/+4 melee (1d6/×3) or *javelin of lightning* (5d6 electricity; Reflex DC 14 half); SA spell-like abilities, spells, turn undead 9/day (+4, 2d6+12, 10th); SQ divine wholeness, gnome traits, low-light vision, slippery mind; AL NG; SV Fort +10*, Ref +5*, Will +14*; Str 8, Dex 8, Con 14, Int 13, Wis 18, Cha 14.

Skills and Feats: Concentration +18, Craft (alchemy) +6, Diplomacy +8, Heal +10, Knowledge (religion) +14, Listen +5, Spellcraft +5; Combat Casting, Extra Turning, Lightning Reflexes, Martial Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Divine Health (Ex): Serena has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Divine Wholeness (Su): Serena can heal her own wounds. She can heal up to 12 hit points each day, and she can spread this healing out among several uses.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

* Gnomes have a +2 racial bonus on saving throws against illusions.

Slippery Mind (Ex): Serena can shrug off magical effects that would otherwise control or compel her. If she is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Cleric Spells Prepared (6/7/7/6/6/4/3/2; save DC 14 + spell level): 0—*detect magic, detect poison, guidance, light, mending, read magic;* 1st—*bless, command, divine favor, entropic shield, protection from evil, sanctuary*[D]*, shield of faith;* 2nd—*align weapon, bear's endurance, hold person, owl's wisdom, remove paralysis, shield other*[D]*, spiritual weapon* (battleaxe); 3rd—*fly*[D]*, invisibility purge, magic vestment, prayer, protection from energy, searing light;* 4th—*air walk, discern lies, freedom of movement, holy smite*[D]*, neutralize poison, restoration;* 5th—*break enchantment, disrupting weapon, spell resistance*[D]*, true seeing;* 6th—

blade barrier[D], *greater dispel magic, undeath to death*; 7th—*holy word, greater teleport*[D].

[D] Domain spell. *Domains:* Good (cast good spells at +1 caster level), Protection (*protective ward* grants +10 resistance bonus on next save, 1/day), Travel (*freedom of movement* up to 13 rounds/day; Survival is a class skill).

Possessions: +3 glamered banded mail, +1 buckler of arrow deflection, +1 ghost touch battleaxe, 3 *javelins of lightning, ring of protection +1*, masterwork dagger, scroll of *atonement*, scroll of *commune*, scroll of *flame strike*, gold and platinum bracelet (570 gp).

DIVINE CRUSADER

The divine crusader embodies devotion and dedication to a chosen deity. Even more than a cleric, the divine crusader serves as a symbol of a specific aspect of his deity's portfolio, such as fire, good, knowledge, or war. They serve as elite godservants, carrying out the deity's will and furthering the deity's aims.

Paladins make good divine crusaders, as do clerics (particularly those of martial-minded deities). However, characters of many other classes find great spiritual rewards from the path of the divine crusader, including fighters, barbarians, monks, rangers, and rogues.

NPC divine crusaders typically work side-by-side with others who share their devotion, such as clerics or other divine crusaders. They get along well with other crusaders who share the same deity (even if their chosen domains differ), and some even ally themselves with divine crusaders who share a domain but not a deity, though alignments must be similar as well (divine crusaders of Corellon Larethian and Gruumsh don't get along, even if both have chosen the War domain).

Hit Die: d8.

Goldern Arrow, a divine crusader

REQUIREMENTS

To qualify as a divine crusader, a character must fulfill the following criteria.

Alignment: Must match chosen deity.

Base Attack Bonus: +7.

Skill: Knowledge (religion) 2 ranks.

Feat: Weapon Focus (in chosen deity's favored weapon).

CLASS SKILLS

The divine crusader's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The divine crusader gains no weapon or armor proficiencies.

Table 2–7: The Divine Crusader

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura	0	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	—	1	0	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Resistance to electricity 5	2	1	0	—	—	—	—	—	—
4th	+3	+4	+1	+4	—	2	2	1	0	—	—	—	—	—
5th	+3	+4	+1	+4	Weapon Specialization	3	2	2	1	0	—	—	—	—
6th	+4	+5	+2	+5	Resistance to acid 5	3	3	2	2	1	0	—	—	—
7th	+5	+5	+2	+5	Darkvision	3	3	3	2	2	1	0	—	—
8th	+6	+6	+2	+6	—	3	3	3	3	2	2	1	0	—
9th	+6	+6	+3	+6	Resistance to acid and electricity 10	3	3	3	3	3	2	2	1	0
10th	+7	+7	+3	+7	Perfect self	3	3	3	3	3	3	2	2	1

Illus. by R. Spencer

Aura (Ex): The power of a divine crusader's alignment aura (see the *detect evil* spell on page 218 of the *Player's Handbook*) is equal to his class level, plus any class levels in other classes that possess such an aura (such as cleric or paladin).

Deity and Domain: Every divine crusader has a chosen deity. Sample deities are provided on Table 3–7: Deities, page 32 of the *Player's Handbook*, and also in Chapter 5 of this book. A divine crusader's chosen deity influences his alignment, what magic he can perform, his values, and how others see him. The character's alignment and his deity's alignment must match exactly.

A divine crusader chooses one domain from among those offered by that deity to his or her clerics and gains the granted power of the domain. (If the domain granted power includes the addition of a skill or skills to the cleric class skill list, add it to the class skill list for the divine crusader instead.) The divine crusader also gains the ability to cast spells from that domain (see below).

Spells per Day: A divine crusader casts divine spells. He may only prepare and cast spells from his chosen domain (see above). Effectively, a divine crusader has a class spell list of only nine spells (one per spell level).

To prepare or cast a spell, a divine crusader must have a Charisma score equal to at least 10 + the spell level. The difficulty class for a saving throw against a divine crusader's spell is 10 + the spell level + the divine crusader's Cha modifier. The divine crusader also gets bonus spells based on his Charisma.

A divine crusader prepares and casts spells as a cleric, except that he cannot spontaneously cast *cure* or *inflict* spells.

Electricity Resistance (Ex): A divine crusader gains resistance to electricity 5 at 3rd level. At 9th level, this increases to resistance 10.

Weapon Specialization: At 5th level, a divine crusader gains Weapon Specialization in his deity's favored weapon as a bonus feat.

Acid Resistance (Ex): A divine crusader gains resistance to acid 5 at 6th level. At 9th level, this increases to resistance 10.

Darkvision (Ex): A 7th-level divine crusader gains darkvision out to 60 feet. If the divine crusader already has darkvision, the radius of his existing darkvision increases by 30 feet.

Perfect Self: At 10th level, a divine crusader completes his transformation into a creature of the planes. His type changes to outsider (native). As a native outsider, the character can still be raised, reincarnated, or resurrected just as other living creatures can be, and remains native to the Material Plane. Additionally, the divine crusader gains damage reduction 10/magic.

EX-DIVINE CRUSADERS

A divine crusader whose alignment changes to no longer match his chosen deity's alignment loses all divine crusader spells and abilities. He may not progress any farther in levels as a divine crusader. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell, page 201 of the *Player's Handbook*).

An ex-divine crusader cannot change his devotion to a different deity in order to regain abilities and advancement potential. Once a divine crusader has failed one deity, no other deity trusts the character with these powers.

SAMPLE DIVINE CRUSADER

Golden Arrow: Female elf fighter 7/divine crusader 5 of Corellon Larethian; CR 12; Medium humanoid; HD 7d10+7 plus 5d8+5; hp 78; Init +4; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +10; Grp +13; Atk +1 *longsword* +15 melee (1d8+5/17–20) or +1 *composite longbow* +16 ranged (1d8+6/×3); Full Atk +1 *longsword* +15/+10 melee (1d8+6/17–20) or +1 *composite longbow* +16/+11 ranged (1d8+6/×3); SA spells; SQ aura, elf traits, low-light vision, resistance to electricity 5; AL CG; SV Fort +10, Ref +7, Will +5; Str 16, Dex 18, Con 13, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +5, Concentration +6, Intimidate +9, Knowledge (religion) +4, Listen +1, Ride +8, Search +2, Spot +1, Swim +7; Cleave[B], Dodge[B], Improved Critical (longsword), Point Blank Shot, Power Attack[B], Precise Shot, Weapon Focus (longbow), Weapon Focus (longsword)[B], Weapon Specialization (longbow)[B], Weapon Specialization (longsword).

Aura (Ex): The power of Golden Arrow's alignment aura is equal to her divine crusader class level (5th).

Elf Traits: Elves have immunity to magic *sleep* effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Divine Crusader Spells Prepared (4/3/2/1; save DC 12 + spell level): 1st—*magic weapon*[D]; 2nd—*spiritual weapon*[D] (longsword); 3rd—*magic vestment*[D]; 4th—*divine power*[D].

[D] Domain spell. *Domain:* War (proficiency and Weapon Focus with longsword).

Possessions: +1 mithral chainmail, buckler, *+1 longsword*, masterwork composite longbow (+3 Str bonus), dagger, *amulet of health +2*, *cloak of Charisma +2*, *winged boots*, 15 pp, 27 gp.

DIVINE ORACLE

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see. Some people doubt their words; indeed, some divine oracles are destined never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Adaptation: The divine oracle is designed to work well with both arcane and divine spellcasters; the idea behind the class is that you're getting divine guidance that manifests itself in a number of ways. But it doesn't have to be that way. By adjusting the requirements, you could push the class in an arcane or divine direction. It's also easy to add a requirement that limits it to worshipers of a deity of time, fate, or divination.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine oracle, a character must fulfill the following criteria.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast at least 2 divination spells.

Templeton, a divine oracle

CLASS SKILLS

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day and spells known.

Table 2–8: The Divine Oracle

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Oracle domain, scry bonus	+1 level of existing class
2nd	+1	+0	+0	+3	Prescient sense, trap sense +1	+1 level of existing class
3rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5th	+2	+1	+1	+4	Trap sense +2	+1 level of existing class
6th	+3	+2	+2	+5	Improved uncanny dodge (can't be flanked)	+1 level of existing class
7th	+3	+2	+2	+5	—	+1 level of existing class
8th	+4	+2	+2	+6	Trap sense +3	+1 level of existing class
9th	+4	+3	+3	+6	—	+1 level of existing class
10th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

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Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), he instead takes no damage, since his prescience allowed him to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts him to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5 and +3 at level 8.

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before his senses would normally allow him to do so. The divine oracle retains his Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses her Dexterity modifier to AC if immobilized.)

Improved Uncanny Dodge (Ex): At 6th level and higher, the divine oracle can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is when an attacker has at least 4 more rogue levels than the target has divine oracle levels.

If a character already has levels of a class that could gain uncanny dodge, the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that he is never surprised. He can always take a standard action during a surprise round, unless he is physically restrained from doing so. If there is no surprise round then this ability doesn't help.

SAMPLE DIVINE ORACLE

Templeton: Male human cleric 5/divine oracle 3; CR 8; Medium humanoid; HD 5d8+10 plus 3d6+6; hp 52; Init –1; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +4; Grp +5; Atk +7 melee (1d8+2, *+1 heavy mace*); Full Atk: +7 melee (1d8+2, *+1 heavy mace*) or +3 ranged (1d8/19–20, light crossbow); SA spells, turn undead 4/day (+3, 2d6+6, 5th); SQ divination enhancement, Oracle domain, prescient sense, scry bonus, trap sense +1; AL LG; SV Fort +7, Ref +1, Will +13; Str 12, Dex 8, Con 14, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +12, Knowledge (religion) +12, Heal +12, Diplomacy +2; Combat Casting, Iron Will, Skill Focus (Knowledge [religion]), Weapon Focus (heavy mace).

Oracle Domain: Character has access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain (cast divination spells at +2 caster level) and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all of her Divination (Scrying) spells.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save, he instead suffers no damage. This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

Trap Sense (Ex): the character has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Divination Enhancement (Ex): A divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Cleric Spells Prepared (6/6/5/5/4; save DC 13 + spell level): 0—*detect magic* (3), *guidance, light* (2); 1st—*bless, detect evil, divine weapon, magic weapon, identify*[D], *shield of faith*; 2nd—*augury*[D], *bear's endurance, hold person, lesser restoration, sound burst*; 3rd—*dispel magic, invisibility purge, divination*[D], *protection from energy, searing light*; 4th—*greater magic weapon, scrying*[D], *neutralize poison, restoration*.

[D] Domain spell. *Domains:* Good (cast good spells at +1 caster level), Healing (cast healing spells at +1 caster level), Oracle (cast divination spells at +2 caster level).

Possessions: +1 full plate, +1 heavy steel shield, +1 heavy mace, light crossbow, 10 bolts, wand of *cure light wounds* (33 charges), pearl (100 gp), incense, divination offering (25 gp), diamond dust (100 gp).

ENTROPOMANCER

As spellcasters plumb the depths of divine power, some of the most advanced gain attunement to the great nothingness they say lies at the center of the universe. These students use this connection to develop strange powers, sacrificing some of their normal studies. Doing so retards their progress as spellcasters, but they see their new abilities as worth the cost.

Entropomancers can summon and control a small shard of absolute nothingness similar to a sphere of annihilation, harnessing its power for a variety of magical effects. Most

revel in destruction for its own sake, but some take a more nuanced approach to their terrifying discoveries, trying to understand the power of entropy that it might someday be controlled or even reversed.

Entropomancers generally work in small groups or cabals. Most have patron deities of death, destruction, or fate. NPC entropomancers often form cults that kidnap victims to be sacrificed to the Great Nothingness.

Adaptation: Gods of entropy and insensate destruction (such as Tharizdun, described in Chapter 5) are good choices if you want to tie the entropomancer to worship of a specific deity. A well-organized group devoted to entropy is pretty weird, but at least it's possible in the short term.

Hit Die: d8.

Xannifer Fluxwind, an entropomancer

REQUIREMENTS

To qualify to become an entropomancer, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Concentration 5 ranks, Knowledge (arcana) 5 ranks.

Feats: Great Fortitude, Magical Aptitude.

Spells: Able to cast 4th-level divine spells.

CLASS SKILLS

The entropomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the entropomancer prestige class.

Weapon and Armor Proficiency: Entropomancers gain no proficiency with weapons, armor, or shields of any type.

Shard of Entropy (Su): Twice per day, for a maximum of 1 round per entropomancer level, the character can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square

Table 2–9: The Entropomancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Shard of entropy 2/day	—
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Entropic field 2/day	—
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Entropic field (reroll), shard of entropy (5d6)	—
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Entropic field (wounding)	—
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Shard of entropy (7d6, consuming)	—
10th	+7	+7	+3	+7	Control sphere	+1 level of existing divine spellcasting class

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as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

At 5th level, the entropomancer can use the shard to create a deeper connection to absolute nothingness. The shard of entropy deals 5d6 points of damage (Fortitude half, DC 14 + entropomancer's Wis modifier).

At 9th level, the shard of entropy becomes even stronger, dealing 7d6 points of damage (Fortitude half, DC 16 + entropomancer's Wis modifier). It also exerts an inexorable tug on creatures nearby, pulling them toward the shard. At the end of the entropomancer's turn, the shard tries to pull creatures within 15 feet closer to it. This is treated as a bull rush attempt, for which the shard has a +11 bonus. If the shard wins the opposed check, it bull rushes creatures in a direct line toward its square. The entropomancer isn't immune to this effect.

Spells per Day/Spells Known: Whenever an even-numbered level in the prestige class is gained, the entropomancer gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast 4th-level divine spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class in which he could cast 4th-level spells before he became an entropomancer, he must decide to which class he adds each level of entropomancer for the purpose of determining spells per day and spells known.

Entropic Field (Su): As a standard action, an entropomancer can surround himself with a field of invisible, entropic energy that lasts for 1 round per entropomancer level. The field extends in a 5-foot per entropomancer level radius, centered on the entropomancer. All magical healing automatically fails within the entropic field. It takes the entropo-mancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability. Once per round, as a free action, the entropomancer can force a character within the field (including himself) to reroll an attack, save, or check. The entropomancer demands the reroll after he knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

At 7th level, the entropic field causes wounds created within it to continue bleeding, dealing an additional 1 point of damage per round thereafter (at the end of the entropomancer's turn) as long as they remain within the entropic field. A successful Heal check (DC 15) stops the bleeding. If multiple wounds are suffered, then the creature takes 1 point of damage per wound. The entropomancer is subject to the bleeding effect.

Control Sphere (Su): The entropomancer has the ability to control a *sphere of annihilation* (described on page 279 of the *Dungeon Master's Guide*) as if he were using a *talisman of the sphere*, and the entropomancer is personally unaffected by a *sphere of annihilation*, which passes through him as if his square was completely empty. High-level entropomancers are often obsessed with acquiring *spheres of annihilation*.

SAMPLE ENTROPOMANCER

Xannifer Fluxwind: Female half-elf cleric 7/entropomancer 3; CR 10; Medium humanoid (elf); HD 7d8+14 plus 3d8+6; hp 70; Init –1; Spd 20 ft.; AC 23, touch 9, flat-footed 23; Base Atk +6; Grp +7; Atk +10/+5 melee (1d6+3/18–20, +2 *scimitar*); Full Atk +10/+5 melee (1d6+3/18–20, +2 *scimitar*) or +5 ranged (1d8/19–20, masterwork light crossbow); SA entropic field, shard of entropy, spells, turn undead 5/day (+2, 2d6+9, 7th); SQ half-elf traits, low-light vision; AL LN; SV Fort +11, Ref +5, Will +13; Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +9, Diplomacy +4, Gather Information +4, Listen +4, Knowledge (arcana) +7, Search +1, Spellcraft +13, Spot +4; Great Fortitude, Lightning Reflexes, Magical Aptitude, Weapon Focus (scimitar).

Entropic Field (Su): As a standard action, Xannifer can surround herself with 15-foot radius field of invisible, entropic energy that lasts for 3 rounds. All magical healing automatically fails within the entropic field. It takes a standard action to dismiss the entropic field. See prestige class power entry for more details.

Shard of Entropy (Su): Twice per day, for a maximum of 3 rounds, Xannifer can create a 2-inch diameter shard of entropy which she can move up to 30 feet as a standard action. The shard deals 3d6 points of damage to objects, bypassing the object's hardness. Xannifer must make a ranged touch attack to hit a creature, and if successful the shard deals 3d6 points of damage (Fortitude half, DC 16). The shard appears in any square adjacent to Xannifer when it is created, and it can be used to attack on the round it is formed. See prestige class power entry for more details.

Half-Elf Traits: Half-elves have immunity to magic *sleep* effects. For all effects related to race, a half-elf is considered an elf.

Cleric Spells Prepared (6/6/5/5/4; save DC 13 + spell level): 0—*detect magic* (3), *guidance*, *light* (2); 1st—*bless*, *detect evil*, *divine weapon*, *magic weapon*, *entropic shield*[D], *shield of faith*; 2nd—*identify*[D], *bear's endurance*, *hold person* (2), *sound burst*; 3rd—*dispel magic*[D] (2), *invisibility purge*, *protection from energy*, *searing light*; 4th—*greater magic weapon*, *freedom of movement*[D], *divine power*, *greater magic weapon*.

[D] Domain spell. *Domains:* Luck (reroll one die roll 1/day), Magic (use magic items as 2nd-level wizard).

Possessions: +2 full plate, *+2 heavy steel shield*, *+2 scimitar*, masterwork light crossbow, 10 bolts, 3 *potions of fly*.

EVANGELIST

Evangelists travel the world proclaiming their devotion to a particular deity, pantheon, or religious doctrine. They seek to convert others to their way of thinking and to spread their word throughout the land. All races and cultures have evangelists of one type or another. Most evangelists come from the charismatic laity of a culture. They do not possess the learning or perhaps temperament to be spellcasting clerics but have found other ways to proselytize. Those who worship deities often find themselves working in cooperation with clerics of the same faith while those who simply evangelize a particular belief—even one embraced by a deity or pantheon—can find themselves at odds with even those of their own alignment. An evangelist is often a leader and, in some ways, a loner. Even though his abilities strengthen his allies, he stands apart.

While clerics and even druids can make powerful evangelists, few trade in their spellcasting abilities for the power this prestige class offers. Bards, naturally charismatic, may find religion and become evangelists. Rogues can also benefit from this class. A few paladins, particularly those who seek to convert evil to good (rather than simply destroying evil), may set their feet upon this path. Gnomes, halflings, and humans tend toward evangelism more than most other races. The half-races, both half-elves and half-orcs, can find purpose along this path, though it is a strange half-orc that can follow it successfully. Elves often disdain evangelists and dwarves see them as busybodies or troublemakers.

Good evangelists bolster and strengthen their allies and often see other people as students or even a flock to be educated or guided. Evil evangelists view others as unenlightened and seek to enforce their will upon others. While a good evangelist may use his abilities to sway or even convert others to his belief system, those who follow the path of evil tend to intimidate and dominate others.

Adaptation: Bards who revere St. Cuthbert (described in Chapter 5) sometimes become inspiring or terrifying evangelists. Any deity that inspires particular zealousness in his followers or who sponsors active efforts to increase the size of the faith would make a good patron for an evangelist.

Hit Die: d6.

REQUIREMENTS

To qualify to become an evangelist, a character must fulfill all the following criteria.

Alignment: An evangelist has the same alignment restrictions as a cleric of a particular deity.

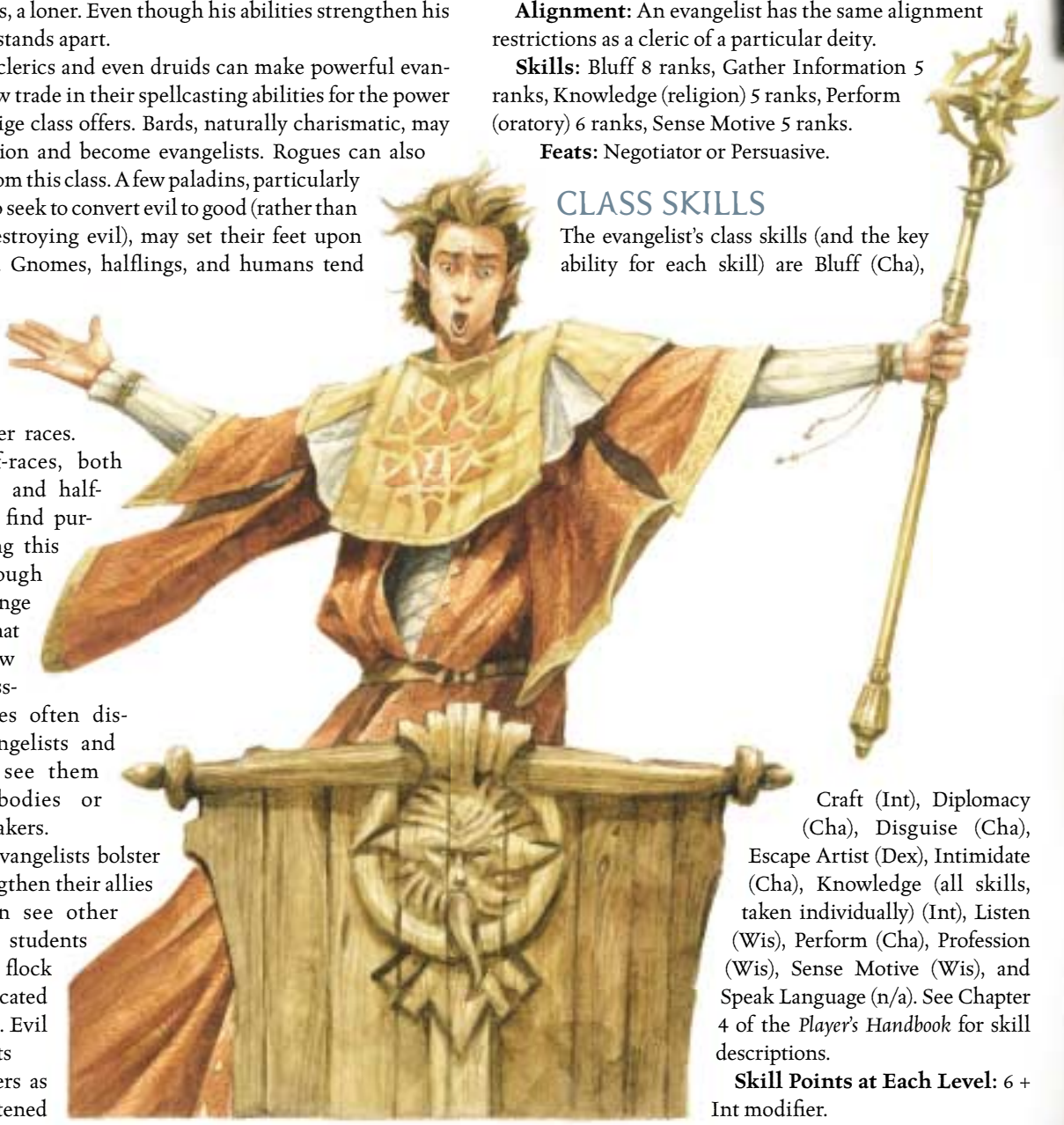
Skills: Bluff 8 ranks, Gather Information 5 ranks, Knowledge (religion) 5 ranks, Perform (oratory) 6 ranks, Sense Motive 5 ranks.

Feats: Negotiator or Persuasive.

CLASS SKILLS

The evangelist's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Speak Language (n/a). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.



Orellen, an evangelist

Illus. by J. Jarvis

Table 2–10: The Evangelist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Great orator (inspire dread or inspire hope)
2nd	+1	+0	+0	+3	Fast talk
3rd	+2	+1	+1	+3	Great orator (inflame the righteous)
4th	+3	+1	+1	+4	Skill mastery
5th	+3	+1	+1	+4	Great orator (convert the unfaithful)

CLASS FEATURES

The following are class features of the evangelist.

Weapon and Armor Proficiency: Evangelists gain no weapon or armor proficiencies.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the *Player's Handbook* for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence ability, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, *fascinate,* inspire the righteous, inspire courage +2, inspire dread or inspire hope, but would not gain the inspire competence, inspire greatness, or *suggestion* abilities. Alternately, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate,* inspire competence, inspire courage +2, inspire dread or inspire hope, and *suggestion*. Evangelist oratory abilities function in exactly the same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet. This ability imposes a –4 penalty on Will saves on all enemies within 30 feet of the evangelist. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

Inspire Hope (Su): A good or neutral evangelist with 9 or more ranks in Perform (oratory) can inspire spiritual resilience in all allies within 30 feet. This ability gives the evangelist and all allies who can hear his oratory a +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): An evangelist of 3rd level or higher with 11 or more ranks in Perform (oratory) can use this ability to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* spell. Use the evangelist's level +5 to determine the caster level of the spell. The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Convert the Unfaithful (Su): An evangelist of 5th level with at least 13 ranks in Perform (oratory) may attempt to convert a single enemy within 30 feet. As a full-round action, the evangelist delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a Will save (DC = 10 + class level + Cha mod). If the creature succeeds, it is shaken for one round. If the creature fails its saving throw, it converts. Creatures with an alignment subtype (such as angels and devils) are immune to this ability.

A converted creature is effectively charmed by the evangelist (similar to a *charm monster* spell). In addition, a converted creature temporarily assumes the alignment of the evangelist and acts accordingly. This may mean some of the creature's class abilities, spells, or other abilities are unavailable to it for the duration of the spell (a paladin converted to something other than lawful good, for example, loses her class abilities for the duration).

When the duration elapses, the creature then has a choice: It can continue to act according to its new alignment, or it can shift back. If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it. If the creature chooses to change back, it must make another saving throw (with the same save DC as before). If it fails this saving throw its alignment changes back but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a –5 penalty.

Skill Mastery (Ex): At 4th level, the evangelist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, the evangelist selects a number of skills equal to 1 + his Intelligence modifier (minimum of 1) from the following list: Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive. When making a skill check with one of the selected skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

SAMPLE EVANGELIST

Orellen: Male half-elf bard 5/evangelist 3; CR 8; Medium humanoid (elf); HD 5d6+5 plus 3d6+3; hp 38; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +5; Grp +6; Atk +8 melee (1d6+1/18–20, masterwork rapier); Full Atk

+8 melee (1d6+1/18–20, masterwork rapier) SA spells; SQ bardic knowledge +5, bardic music 5/day (countersong, *fascinate*, inspire competence, inspire courage), fast talk, great orator 3/day (inspire hope, inflame the righteous), half-elf traits, immunity to magic sleep effects, low-light vision; AL CN; SV Fort +3, Ref +7, Will +6; Str 13, Dex 14, Con 12, Int 10, Wis 8, Cha 19.

Skills and Feats: Bluff +15, Concentration +9, Diplomacy +21, Disguise +4, Gather Information +14, Intimidate +6, Knowledge (religion) +5, Listen +0, Perform (oratory) +18, Search +1, Sense Motive +12, Spellcraft +3, Spot +0; Negotiator, Skill Focus (Perform [oratory]), Weapon Finesse.

Bardic Music: Orellen can use bardic music five times per day.

Countersong (*Su*):Orellen can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of the bard who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (*Sp*): Orellen can cause up to three creatures within 90 feet that can see and hear him to become *fascinated* with him (sit quietly, –4 penalty on skill checks made as reactions, such as Listen and Spot checks). His Perform check result is the DC for the opponents' Will saves. Any obvious threat breaks the effect. Fascination lasts up to 8 rounds.

Inspire Competence (*Su*): An ally within 30 feet who can see and hear Orellen gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire competence lasts for up to 20 rounds.

Inspire Courage (*Su*): Allies (including the bard) who can hear Orellen receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear Orellen.

Fast Talk (Ex): Orellen may make a rushed Diplomacy check as a full-round action at only a –5 penalty.

Great Orator: Orellen can use the great orator special ability three times per day.

Inspire Hope (*Su*): This ability gives the evangelist and all allies within 30 feet who can hear his oratory a +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as Orellen speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (*Su*): Orellen can use this ability to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of a *fire shield* spell (caster level 8). The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Half-Elf Traits: Half-elves have immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Bard Spells Known (3/4/2; save DC 14+spell level): 0—*daze, detect magic, ghost sound, mage hand, message, read magic*; 1st—*charm person, cure light wounds, expeditious retreat, Tasha's hideous laughter*; 2nd—*cat's grace, hold person, invisibility.*

Possessions: Ring of protection +1, *bracers of armor* +1, masterwork rapier, *cloak of Charisma* +2, *potion of fly*, scroll of *charm monster, wand of cure light wounds* (25 charges), holy water (4), silver holy symbol of Pelor, courtier's outfit, spell component pouch, 95 gp.

GEOMANCER

The cleric reaches out to a higher power. The wizard trusts only in eldritch tomes. The druid looks to nature for her spells. To the geomancer, however, all magic is the same.

Geomancy is the art of channeling magical energy from many sources through the land itself. A geomancer may research like a wizard, pray like a cleric, or sing like a bard, but he casts spells as only a geomancer can. In the area he calls home (be it high on a mountain, deep in a forest, or even beneath an ocean) he weaves ley lines—powerful connections to the land itself. The spells he casts through these connections with the earth are reflections of his own strength of will. As the geomancer progresses, however, the effort of gathering magic through the earth takes a physical toll on him, making him more and more like the land and its creatures.

Only characters with more than one spellcasting class can become geomancers. The most popular combinations are druid/sorcerer and druid/wizard. Clerics with arcane spellcasting ability can also qualify; those with access to the Plant or Animal domain are the most likely to consider this path. A bard or a ranger who picks up a second, more focused spellcasting class can also adopt this lifestyle.

Adaptation: This prestige class is easy to customize by making the spellcasting requirements more specific if you're looking for particular combinations. And a good way to incorporate the flavor of your world into this class is to create drift choices that mimic the creatures prevalent in your campaign.

Hit Die: d6.

REQUIREMENTS

To qualify as a geomancer, a character must fulfill the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks.

Spells: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

CLASS SKILLS

The geomancer's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Scry (Int), Spellcraft (Int), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the geomancer prestige class.

Weapon and Armor Proficiency: Geomancers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each geomancer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional wild shape options, metamagic or item creation feats, or the like). Since the character had more than one spellcasting class before becoming a geomancer, the player must decide to which class to add each geomancer level for determining spells per day and spells known.

Spell Versatility: At 1st level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix or match spellcasting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score. Thus, as a 4th-level geomancer, he can cast any of his 3rd-level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor. (The druidic prohibition against metal armor still applies to druid/geomancers, however, since this stricture stems from a spiritual oath rather than a practical limitation.) The geomancer may use his Wisdom modifier to set the save DC for arcane spells, or his Charisma or Intelligence modifier (whichever he would normally use for arcane spells) to set the save DC for divine spells. If a spell requires either an arcane material component or a divine focus, he may use either. A cleric/geomancer who also has levels of wizard, sorcerer, or bard can spontaneously convert any prepared arcane or divine spell (except a domain spell) of an appropriate level into a *cure* or *inflict* spell of equal or lower level, though he must be capable of casting the latter as a cleric.

Rendela, a geomancer

Illus. by F. Vohwinkel

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage (see Drift, below).

Ley Lines: At 2nd level, the geomancer learns to create magical connections with a specific type of terrain. Choose one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, or plains. In that terrain, the geomancer's effective caster level for all spells increases by +1. At 6th level and again at 10th level, the character may either choose a new terrain in which to receive the benefit (at +1), or increase his

Table 2–11: The Geomancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Drift 1, spell versatility 0	+1 level of existing class
2nd	+1	+3	+0	+3	Drift 1, ley lines +1, spell versatility 1	+1 level of existing class
3rd	+2	+3	+1	+3	Drift 2, spell versatility 2	+1 level of existing class
4th	+3	+4	+1	+4	Drift 2, spell versatility 3	+1 level of existing class
5th	+3	+4	+1	+4	Drift 3, spell versatility 4	+1 level of existing class
6th	+4	+5	+2	+5	Drift 3, ley lines +2, spell versatility 5	+1 level of existing class
7th	+5	+5	+2	+5	Drift 4, spell versatility 6	+1 level of existing class
8th	+6	+6	+2	+6	Drift 4, spell versatility 7	+1 level of existing class
9th	+6	+6	+3	+6	Drift 5, spell versatility 8	+1 level of existing class
10th	+7	+7	+3	+7	Drift 5, ley lines +3, spell versatility 9	+1 level of existing class

effective caster level in a previously chosen terrain by an additional +1.

Drift

Drift is a gradual devolution into some other natural form. Those who experience this phenomenon gain attributes of animals and plants as time goes by. Geomancers experience drift at every level. As a variant rule, high-level druids who spend all their lives away from civilization may also experience drift at the Dungeon Master's discretion—perhaps once every ten years.

Drift is divided into stages. You must choose one drift from stage 1 the first time you experience the phenomenon. Your second drift must also be from stage 1. Thereafter, you may choose from a higher stage only after you have acquired at least two drifts from the previous stage. For example, a stage 4 drift may be chosen only after you have at least two stage 1 drifts, two stage 2 drifts, and two stage 3 drifts. You may, however, choose drifts from stages below your maximum whenever you wish. For example, you if you have two stage 1 drifts, you may choose a third stage 1 rather than a stage 2, if desired.

Stage 1 drifts have no game effect. Each drift of stage 2 and beyond grants a permanent extraordinary ability. Natural attacks allow for Strength bonuses on damage rolls, except in the case of poison and acid. The damage values given for natural attacks are for Medium creatures. To adjust for Small or Large creatures, use the following table.

Natural Weapon Damage by Size

Small	Medium	Large
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	2d4	2d6

Stage 1

Leopard spots appear on your body.
You grow a cat's tail.
You sprout feathers (but not wings).
Your eyebrows become green and bushy.
Your hair becomes a tangle of short vines.
Light, downy fur covers your skin.
Your skin turns green and scaly.
Your touch causes flowers to wilt.
Your voice sounds like a dog's, though it is still intelligible.
Zebra stripes appear on your body.

Stage 2

A small camel's hump grows on your back. (You can go without water for up to five days.)
You grow a coat of white fur like a polar bear's. (You gain a +8 bonus on Hide checks in snowy areas.)
The pads of your feet become sticky, like those of a lizard. (You gain a +4 bonus on Climb checks.)
You become as swift as an elk. (Your land speed increases by +5 feet.)
You become as comely as a dryad. (You gain a +4 bonus on Diplomacy checks.)
You become as graceful as a cat. (You gain a +4 bonus on Balance checks.)
You sprout leaves and become photosynthetic. (You can subsist on 1 hour/day of sunlight in lieu of food, though you still require the same amount of water as before.)
Your blood flows as slowly as tree sap. The speed at which progressive damage, such as that from wounding or *decomposition* (see Chapter 7), affects you is halved.
Your eyes become as sharp as a rat's. (You gain low-light vision.)
Your skin adapts like that of an octopus. (You can change color to blend with your surroundings, gaining a +4 bonus on Hide checks.)

Stage 3

Deer antlers grow from your forehead. (You gain a gore attack for 1d6 points of damage.)
Thorns grow on your body. (Your unarmed attacks do piercing damage, and those striking you with natural weapons take 1d3 points of piercing damage per successful hit.)
You can constrict like a snake. (You deal 1d3 points of damage with a successful grapple check against a creature of your size category or smaller.)
You can spin a web like a spider. (You can use your web to snare prey as described in the monstrous spider entry in the *Monster Manual*, but you cannot attack with it.)
You sprout fish gills. (You can breathe both water and air.)
Your eyes become as sharp as an eagle's. (You gain a +4 bonus on Spot checks in daylight.)
Your eyes become as sharp as an owl's. (You gain a +4 bonus on Spot checks in dusk and darkness.)
Your fingers grow hawklike talons. (You gain Weapon Finesse and can make two claw attacks per round for 1d3 points of damage each.)
Your mouth extends like a crocodile's. (You gain a bite attack for 1d6 points of damage.)
Your toes grow lionlike claws. (You can make two rake attacks for 1d4 points of damage each if you gain a hold on your target.)

Stage 4

You grow an acid stinger like that of a giant ant. (You can sting for 1d4 points of piercing damage + 1d4 points of acid damage.)
You can trip like a wolf. (If you hit with a natural attack, you can attempt to trip your target as a free action; see the Wolf entry, page 283 of the *Monster Manual*.)
You can rage similar to a wolverine. (If you take damage, you rage as a 1st-level barbarian—see Barbarian

entry, page 25 of the *Player's Handbook*—or gain +1 effective level of any class you have that grants rage as a class feature, but only for determining the benefits of rage.)

You gain a boar's ferocity. (You continue to fight without penalty even while disabled or dying.)

You can grab like a bear. (You gain the improved grab ability as described on page 310 of the *Monster Manual*.)

You can pounce like a leopard. (If you leap on a foe in the first round of combat, you can make a full attack action even if you have already taken a move action.)

Your hands become as strong as a gorilla's. (You gain a +2 bonus on Strength checks to break objects.)

Your jaw becomes as powerful as a weasel's. (You can attach to an opponent with a successful bite and inflict 1d3 points of damage per round until unattached. However, you lose your Dexterity bonus to AC while attached.)

You can fire an ink cloud as a squid does. (In water, you can emit a cloud of jet-black ink 10 feet on a side once per minute as a free action; this provides total concealment and those within the cloud suffer the effects of total darkness.)

Your nose becomes as sensitive as a hound's. You gain scent out to a range of 30-ft. Scent is described on page 314 of the *Monster Manual*.

Stage 5

You grow a unicorn horn. (You gain a +4 bonus on Fortitude saves against poison and a gore attack for 1d8 points of damage.)

Feathered or batlike wings grow from your back. (You gain a fly speed of 60 feet.)

You can curl into a spiny ball like a hedgehog. (When curled, you gain a +4 natural armor bonus to AC, but you may not move or attack. Curling or uncurling is a standard action.)

You are as graceful as a pixie. (You gain a +2 bonus on Reflex saves.)

You gain the tremorsense of an earthworm. (You can sense anything in contact with the ground within 30 feet of you.)

Your canine teeth exude poison. (If you hit with a bite attack, your target must make a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) against poison. Initial damage is 1d2 points of temporary Dexterity damage; secondary damage is 1d4 points of temporary Dexterity damage.)

Your senses become as sharp as a bat's. You gain blindsense out to 30 feet, as described on page 306 of the *Monster Manual*.

Your feet extend to elephantine width. (You gain the trample ability as described in the introduction of the *Monster Manual*. Your trample attack does 2d4 points of bludgeoning damage, and the Reflex save DC is 10 + 1/2 your character level + your Strength modifier.)

You can move like a cheetah. (Once per hour, you can take a charge action to move ten times your normal speed.)

Your skin becomes tree bark. (You gain a +1 natural armor bonus to AC.)

SAMPLE GEOMANCER

Rendela: Male human cleric 3/wizard 3/geomancer 9; CR 15; Medium humanoid; HD 3d8+3 plus 3d4+3 plus 9d6+3; hp 71; Init +5; Spd 25 ft., base speed 35 ft., fly 40 ft., base speed 60 ft. (average); AC 25, touch 13, flat-footed 24; Base Atk +9; Grp +9; Atk +9 melee (1d3, talons); Full Atk +9/+9 (1d3, talons); SA spells; SQ drift, familiar, familiar benefits (Alertness, empathic link, share spells), ley lines +2, low-light vision, scent 30 ft., spell versatility 8; AL NE; SV Fort +12, Ref +9, Will +17; Str 10, Dex 13, Con 12, Int 22, Wis 14, Cha 8.

Skills and Feats: Concentration +19, Diplomacy +9, Heal +8, Knowledge (arcana) +12, Knowledge (nature) +23, Knowledge (religion) +12, Listen +16*, Spellcraft +26, Spot +13*, Survival +11; Combat Casting, Dodge, Empower Spell, Improved Initiative, Iron Will, Quicken Spell, Scribe Scroll[B], Spell Focus (enchantment), Weapon Finesse[B].

Familiar: Rendela has a bat familiar named Hob. The familiar uses the better of its own and Rendela's base save bonuses. The creature's abilities and characteristics are summarized below.

Hob: CR —; Diminutive animal; HD 3; hp 35; Init +2; Spd 5 ft., fly 40 ft. (good); AC 18, touch 16, flat-footed 16; Base Atk +9; Grp –8; Atk —; Full Atk —; SA —; SQ blindsense 20 ft., deliver touch spells, improved evasion, low-light vision; AL NE; SV Fort +10, Ref +7, Will +14; Str 1, Dex 15, Con 10, Int 7; Wis 14, Cha 4.

Skills and Feats: Concentration +18; Diplomacy +7; Heal +8; Hide +14, Knowledge (arcana) +4, Knowledge (nature) +13, Knowledge (religion) +4, Listen +13*, Move Silently +6, Spellcraft +16, Spot +13*, Survival +11; Alertness.

*A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Blindsense (Ex): A bat pinpoints creatures within 20 feet. Blindsense does not reduce or negate concealment.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a bat takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Drift: Rendela has acquired nine drift traits: hair is a tangle of short vines, voice sounds like a dog's, +5 feet of land speed, low-light vision, +4 Spot in dusk and darkness, hawklike talons (two attacks for 1d3 damage each), scent, ferocity (continue to fight without penalty while disabled or dying), batlike wings.

Familiar Benefits: Rendela gains special benefits from having a familiar. This creature grants Rendela a +3 bonus on Listen checks (included in the above statistics).

Alertness (Ex): *Hob grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Rendela can communicate telepathically with its familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Rendela may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell a target of "You" on his familiar.

Empathic Link (Su): Rendela can communicate telepathically with its familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Ley Lines +2: Rendela's caster level increases by 2 when in forests. His cleric caster level is 5th and his wizard caster level is 14th in forests.

Scent (Ex): Rendala can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Spell Versatility 8: When Rendela casts spells, he can mix or match spellcasting parameters from cleric and wizard to gain the maximum possible advantage for any spell. If a spell requires either an arcane material component or a divine focus, he may use either. He can spontaneously convert any prepared spell of up to 2nd level (except a domain spell) into a cure or inflict spell of equal or lower level.

Cleric Spells Prepared (4/4/3; save DC 16 + spell level): 0—*cure minor wounds* (4); 1st—*cure light wounds* (3), *protection from good*[D]; 2nd—*augury, bear's endurance, detect thoughts*[D].

[D] Domain spell. *Domains:* Evil (cast evil spells at +1 caster level), Knowledge (cast divination spells at +1 caster level; all Knowledge skills are class skills). Caster level 5th (3rd outside forests).

Wizard Spells Prepared (4/5/5/5/4/4/3; save DC 16 + spell level, or 17 + spell level for enchantments): 0—*detect magic* (2), *light* (2); 1st—*charm person, color spray* (2), *magic missile, shield*; 2nd—*see invisibility* (2), *Tasha's hideous laughter, web* (2); 3rd—*fireball* (2), *lightning bolt*, empowered *magic missile, protection from energy*; 4th—*confusion* (2), *greater invisibility* (2); 5th—*dominate person*, quickened *magic missile* (3); 6th—*disintegrate, greater dispel magic*, quickened *invisibility.*

Spellbook: 0—all; 1st—*charm person, color spray, disguise self, expeditious retreat, mage armor, magic missile, shield*; 2nd—*invisibility, see invisibility, Tasha's hideous laughter, web*; 3rd—*dispel magic, fireball, lightning bolt, protection from energy*; 4th—*charm monster, confusion, dimensional anchor, greater invisibility*; 5th—*dominate person, hold monster, sending, teleport*; 6th—*antimagic field, disintegrate, greater dispel magic, true seeing.*

Possessions: +2 mithral full plate, amulet of natural armor +2, ring of protection +2, cloak of resistance +1, headband of intellect +4, lesser rod of metamagic empower, wand of cure light wounds (25 charges), scroll of *teleport*, wooden holy symbol of Vecna.

HOLY LIBERATOR

The holy liberator is a holy warrior, a distant cousin of the paladin, who is dedicated to overthrowing tyranny wherever it may be found. These champions of freedom and equality are strong-willed, independent-minded, and virtuous. They particularly direct their efforts against lawful evil societies (dictatorships or plutocracies), slaveholders and slave traders, and powerful, corrupt governments, but they also recognize the possibility for tyranny even in a state of anarchy (where strong individuals may impose their will on people weaker than they).

Members of all classes—with the prominent exception of monks—are often drawn to the holy liberator prestige class. Chaotic good fighters and rangers are natural holy liberators, augmenting their already significant combat abilities with the holy powers of the prestige class. Many clerics are also drawn to become holy liberators—particularly chaotic clerics of Pelor and certain clerics of Kord. Many rogues also adopt the holy liberator class, working with stealth and steel for the cause of freedom.

NPC holy liberators are usually loners, though they may organize rebellious forces in a tyrannical nation. They often have powerful celestial allies, from celestial animals to ghaele eladrins, assisting their cause, but tend to work in a loose network rather than a structured or close association. Just as holy liberators rarely accept orders from anyone, they are loath to give them, choosing to form alliances and friendships rather than manipulate minions or servants.

Adaptation: In your campaign, holy liberators may wander the planes seeking out slavers to destroy, or they may be the sponsors of a rebellion against a particularly harsh government. Holy liberators can act much like guerillas, training and exhorting the local populace to resist tyrannical rule.

Hit Die: d10.

REQUIREMENTS

To qualify to become a holy liberator, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Sense Motive 5 ranks.

Feat: Iron Will.

CLASS SKILLS

The holy liberator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the holy liberator prestige class.

Weapon and Armor Proficiency: Holy liberators are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A holy liberator has the ability to cast a small number of divine spells. To cast a spell, the holy liberator must have a Wisdom score of at least 10 + the spell's level, so a holy liberator with a Wisdom of 10 or lower cannot cast these spells. Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier. When the holy liberator gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level.)

The holy liberator uses the paladin spell list, with a few changes. The holy liberator's spell list does not include any spells with the law descriptor. The following spells are added to the holy liberator's spell list: 1st—*protection from law*; 2nd—*heroism*; 3rd—*magic circle against law*; 4th—*dispel law, freedom of movement*. A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

Aura of Good (Ex): The power of a holy liberator's aura of good (see the *detect good* spell) is equal to his class level plus his cleric level, if any.

***Detect Evil* (Sp):** The holy liberator can use *detect evil* as a spell-like ability at will.

Smite Evil (Su): Once per day, a holy liberator may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level holy liberator armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses for high Strength or magical effects that normally apply. If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 5th level, the holy liberator may smite evil twice per day, and at 10th level three times per day.

Remove Fatigue (Su): A holy liberator of 2nd level or higher can eliminate fatigue in any creature he touches. Using this ability is a standard action; the holy liberator may use it a number of times per day equal to 3 + his Charisma modifier.

Aura of Resolve (Ex): Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects. His mind is his own, and no other creature can control his thoughts or actions. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against charm or compulsion effects. This ability functions while the holy liberator is conscious, but not if he is unconscious or dead.

Divine Grace (Su): A holy liberator of 4th level or higher applies

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Shallas the Headstrong, a holy liberator

Table 2–12: The Holy Liberator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, *detect evil,* smite evil 1/day	0	—	—	—
2nd	+2	+3	+0	+0	Remove fatigue	1	—	—	—
3rd	+3	+3	+1	+1	Aura of resolve	1	0	—	—
4th	+4	+4	+1	+1	*Break enchantment* 1/week, divine grace	1	1	—	—
5th	+5	+4	+1	+1	Smite evil 2/day	1	1	0	—
6th	+6	+5	+2	+2	*Celestial companion*	1	1	1	—
7th	+7	+5	+2	+2	—	2	1	1	0
8th	+8	+6	+2	+2	*Break enchantment* 2/week	2	1	1	1
9th	+9	+6	+3	+2	—	2	2	1	1
10th	+10	+7	+3	+3	Smite evil 3/day	2	2	2	1

his Charisma modifier (if positive) as a bonus on all saving throws.

***Break Enchantment* (Sp):** Beginning at 4th level, a holy liberator can use *break enchantment* once per week. He can use this ability twice per week at 8th level.

***Celestial Companion* (Sp):** Upon reaching 6th level, a holy liberator gains the service of a celestial companion (a cat, eagle, hawk, warhorse, owl, pony, riding dog, or wolf) to serve him in his struggle against tyranny (see sidebar). The creature has the celestial template (see page 31 of the *Monster Manual*). This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse).

Once per day, as a full-round action, a holy liberator may magically call his companion from the celestial realms in which it resides. The companion immediately appears adjacent to the holy liberator and remains for 2 hours per holy liberator level; it may be dismissed at any time as a free action. The companion is the same creature each time it is summoned, though the holy liberator may release a particular companion from service (if it has grown too old to join her struggle, for instance). Each time the companion is called, it appears in full health, regardless of any damage it may have taken previously. The companion also appears wearing or carrying any gear it had when it was last dismissed (including barding, saddle, and the like for mounts). Calling the companion is a conjuration (calling) effect.

Should the holy liberator's companion die, it immediately disappears, leaving behind any equipment it was carrying. The liberator may not call another companion for thirty days or until he gains a liberator level, whichever comes first, even if the companion is somehow returned from the dead. During this thirty-day period, the liberator takes a –1 penalty on attack and weapon damage rolls.

Treat the companion as a special mount for the purpose of spells that specifically affect a paladin's special mount (such as *heal mount*).

Code of Conduct: Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil. True to their alignment, holy liberators have no more formalized code of conduct than that.

EX-PALADIN LIBERATORS

It is not altogether uncommon for paladins to slip away from the unswerving path of law in their overriding quest for good and become holy liberators. For the most part, the ex-paladin who adopts the holy liberator class does not regain any of his lost paladin abilities. However, the character's paladin levels stack with holy liberator levels for the purpose of determining caster level for holy liberator spells and for determining the power of his smite evil ability.

SAMPLE HOLY LIBERATOR

Shallas the Headstrong: Male half-elf fighter 7/holy liberator 6; CR 13; Medium humanoid (elf); HD 7d10+7 plus 6d10+6; hp 84; Init +0; Spd 30 ft.; AC 17 [7amr], touch 10, flat-footed 17; Base Atk +13; Grp +17; Atk +20 melee (1d8+10/17–20, +2 *longsword*); Full Atk +20/+15/+20 melee (1d8+10/17–20, +2 *longsword*); SA smite evil 2/day; SQ aura of good, detect evil, remove fatigue 5/day, aura of resolve, divine grace, break enchantment 1/week, celestial companion; AL CG; SV Fort +16, Ref +9, Will +11; Str 18, Dex 10, Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Diplomacy +13, Intimidate +8, Jump +12, Sense Motive +12; Cleave, Combat Expertise, Improved Critical (longsword)[B], Improved Disarm[B], Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword)[B], Weapon Specialization (longsword)[B].

CELESTIAL COMPANION

The holy liberator's celestial companion is superior to a normal animal of its type. It has the celestial template, as described in the *Monster Manual*. It further gains HD and special abilities based on the holy liberator's character level (see the table).

Character Level	Bonus HD	Natural Armor Adj.	Dex Adj.	Int	Special
12th or less	+2	+1	+1	6	Empathic link, improved evasion, improved speed +10 ft., share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with holy liberator
16th–18th	+6	+5	+3	8	Blood bond, improved speed +20 ft.
19th–20th	+8	+7	+4	9	Spell resistance

See the Paladin's Mount sidebar in the *Player's Handbook* for definitions of the terms in this table, except as listed below.

Dex Adj.: Add this figure to the companion's Dexterity score.

Improved Speed (Ex): The mount's speed increases by 10 ft. if its liberator's character level is 15th or lower. If the liberator's character level is 16th or higher, the mount's speed increases by a total of +20 feet.

Blood Bond (Ex): The companion gains a +2 bonus on all attacks, checks, and saves if it witnesses the holy liberator being threatened or harmed.

Spell Resistance (Ex): A companion's spell resistance equals the liberator's class level +10.

Spells Prepared (2/1; save DC 11 + spell level): 1st—*bless weapon, divine favor*; 2nd—*heroism*.

Smite Evil (*Su*): Shallas can attempt to smite evil with one normal melee attack. He adds +2 to his attack roll and deals 6 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Aura of Good (*Ex*): Shallas's aura of good (see the *detect good* spell) is equal to that of a 6th-level cleric.

Remove Fatigue (*Su*): Touch eliminates fatigue as a standard action.

Aura of Resolve (*Ex*): Shallas is immune to charm and compulsion effects. Allies within 10 feet gain a +4 morale bonus on saving throws against charm or compulsion effects.

Detect Evil (*Sp*): At will, as the spell of the same name.

Divine Grace (*Su*): Shallas gains a bonus on saving throws equal to his Charisma bonus (already added above).

Break Enchantment (*Sp*): As the spell of the same name, 1/week.

Celestial Companion (*Sp*): Shallas has a celestial eagle as his companion. It functions as an eagle with the celestial template, 4 extra Hit Dice, +3 natural armor, +2 Dexterity, 7 Int, improved evasion, and +10 ft. speed. Shallas has an empathic link with the eagle and can share spells and saving throws with it. He can call it from the celestial realms once per day for up to 12 hours. The eagle can speak to Shallas.

Possessions: +2 mithral chainmail, cloak of protection +3, +2 longsword, gauntlets of ogre power +2, bracers of health +2.

HOSPITALER

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. It is the duty of knights hospitaler to protect people traveling on religious pilgrimages. Over the years, this single duty has expanded to include the construction and administration of hospitals and refugee facilities.

Most hospitalers are paladins, though rangers, fighter/clerics and even ranger/clerics often join the knights hospitaler as well.

NPC hospitalers often travel in groups, usually with pilgrims on their way to or from a site of particular importance to their faith. Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics and sites. They seldom go on quests or adventures except to rescue endangered pilgrims or to recover relics or sites from heretics and unbelievers.

Adaptation: Hospitalers do battle against suffering and pain wherever they find it. In your campaign, large cities may house masses of beggars who are seen to by itinerant hospitalers. A small village may also house a hospitaler who serves as a doctor of sorts to those who need his attention. An entire force of hospitalers may gather together in order to fight an evil dragon and then remain afterwards to care for the local townsfolk injured during the battle.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hospitaler, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +5.

Skills: Handle Animal 5 ranks, Ride 5 ranks.

Feats: Mounted Combat, Ride-By Attack.

Spells: Able to cast 1st-level divine spells.

CLASS SKILLS

The hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the hospitaler prestige class.

Weapon and Armor Proficiency: Hospitalers gain proficiency with all simple and martial weapons, with all types of armor, and with shields.

Lay on Hands (Su): A hospitaler with a Charisma score of 12 or higher can heal wounds by touch. Each day he can heal a total number of hit points of damage equal to his hospitaler level times her Charisma modifier. A hospitaler may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

If the hospitaler has this ability from another class, his levels in those classes stack to determine the total number of hit points of damage she can heal each day.

Spells per Day/Spells Known: A hospitaler continues advancing in divine spellcasting ability as well as learning the skills of the hospitalers. Thus, when a new hospitaler level is gained (except for 1st, 5th, and 9th levels), the character gains new divine spells per day (and spells known, if applicable) as if he had gained a level in the a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, greater damage with the smite evil ability, and so on). If the character had more than one divine spellcasting class before becoming a hospitaler, the player must decide to which class to add each hospitaler level for the purposes of determining spells per day and spells known.

Bonus Feat: At the indicated levels, a hospitaler may take a bonus feat. These feats are drawn from the feats designated as fighter bonus feats (in the *Player's Handbook* and elsewhere).

***Remove Disease* (Sp):** Beginning at 3rd level, a hospitaler can use *remove disease* as a spell-like ability once per week. At 7th level and higher, he can use this ability twice per week.

Code of Conduct: Hospitalers take an oath of poverty, obedience, and defense of those in their care. This does not mean that hospitalers live mean, penny-pinching lives. They share their wealth among themselves and give any excess to their order. Obedience is not related to character or social rank, but rather to position assigned within the order, and often changes with the situation. Regardless of their relative ranks, all hospitalers defer to the head of a facility while on the grounds. Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facilities under their care, but should not do so recklessly.

Multiclass Note: A paladin who becomes a hospitaler may continue advancing as a paladin.

EX-HOSPITALERS

A hospitaler who becomes chaotic, who willfully commits a chaotic act, or who grossly violates the hospitaler code of conduct loses all class features and spells and may not progress in levels as a hospitaler. He regains his abilities if he atones for his violations (see the *atonement* spell description, page 201 of the *Player's Handbook*).

A hospitaler faces a special restriction in multiclassing. A hospitaler who gains a level in a class other than hospitaler or paladin may never again increase her hospitaler level, though he retains all his hospitaler abilities. The path of the hospitaler, like that of the paladin, requires a constant heart. Once you have turned off the path, you may never return.

SAMPLE HOSPITALER

Rowena: Female human paladin 5/hospitaler 2; CR 7; Medium humanoid; HD 5d10 plus 2d8; hp 36; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +7; Grp +10; Atk +11 melee (1d8+3/19–20, masterwork longsword); Full Atk +11/+6 melee (1d8+3/19–20, masterwork longsword); SA smite evil 2/day, turn undead 5/day (+2, 2d6+2, 2nd); SQ aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health, heavy warhorse mount; AL LG; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +4, Handle Animal +10, Ride +13; Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

Paladin Spells Prepared (2; save DC 11 + spell level): 1st—*bless weapon, protection from evil.*

Smite Evil (*Su*): Rowena can attempt to smite evil with one normal melee attack. She adds +2 to her attack roll and deals 5 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Aura of Courage (*Su*): Rowena is immune to fear, magical or otherwise. Allies within 10

Rowena, a hospitaler

Illus. by F. Vohwinkel

Table 2–13: The Hospitaler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Bonus feat, lay on hands	—
2nd	+2	+3	+0	+0	—	+1 level of existing divine class
3rd	+3	+3	+1	+1	*Remove disease* 1/week	+1 level of existing divine class
4th	+4	+4	+1	+1	—	+1 level of existing divine class
5th	+5	+4	+1	+1	Bonus feat	—
6th	+6	+5	+2	+2	—	+1 level of existing divine class
7th	+7	+5	+2	+2	*Remove disease* 2/week	+1 level of existing divine class
8th	+8	+6	+2	+2	—	+1 level of existing divine class
9th	+9	+6	+3	+3	Bonus feat	—
10th	+10	+7	+3	+3	—	+1 level of existing divine class

feet of her gain a +4 morale bonus on saving throws against fear effects.

Aura of Good (*Ex*): Rowena's aura of good (see the *detect good* spell) is equal to that of a 5th-level cleric.

Detect Evil (*Sp*): At will, as the spell of the same name.

Divine Grace (*Su*): Rowena gains a bonus on saving throws equal to her Charisma bonus (already added above).

Divine Health (*Ex*): Rowena is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Heavy Warhorse Mount (*Sp*): Rowena's special mount is a heavy warhorse, which has the statistics presented in the *Monster Manual*, plus 2 more Hit Dice, +4 bonus to natural armor, +1 Strength, and improved evasion. The paladin has an empathic link with the mount and can share spells and saving throws with it. She can call her mount once per day for up to 10 hours as a full-round action.

Lay on Hands (*Su*): Rowena can cure 14 hit points of wounds per day.

Possessions: Full plate, heavy steel shield, masterwork longsword, *bracers of health* +2.

PIOUS TEMPLAR

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. He bears her deity's favored weapon into battle and fights his deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise, Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Ranger/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Hit Die: d10.

REQUIREMENTS

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skill: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New feat described in Chapter 3.

CLASS SKILLS

The pious templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows him to shrug off magical effects that would otherwise harm him. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Table 2–14: The Pious Templar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	0	+2	Mettle	0	—	—	—
2nd	+2	+3	0	+3	Smite 1/day	1	—	—	—
3rd	+3	+3	+1	+3	Damage reduction 1/—, Weapon Specialization	1	0	—	—
4th	+4	+4	+1	+4	Bonus feat	1	1	—	—
5th	+5	+4	+1	+4	—	1	1	0	—
6th	+6	+5	+2	+5	Smite 2/day	1	1	1	—
7th	+7	+5	+2	+5	Damage reduction 2/—	2	1	1	0
8th	+8	+6	+2	+6	Bonus feat	2	1	1	1
9th	+9	+6	+3	+6	—	2	2	1	1
10th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10 + the spell's level, so a pious templar with a Wisdom of 10 or lower cannot cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can chose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Graaghya, a pious templar

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if he hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, he can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/—. At 7th level, this damage reduction rises to 2/—.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), he may only apply that feat to her deity's favored weapon.

SAMPLE PIOUS TEMPLAR

Graaghya: Female half-orc fighter 5/pious templar 3 of Gruumsh; CR 8; Medium humanoid (orc); HD 5d10+10 plus 3d10+6; hp 64; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +8; Grp +12; Atk +14/+9 melee (1d8+7, +1 *spear*) or +10 ranged (1d8+7, +1 *spear*); Full Atk +14/+9 melee (1d8+7, +1 *spear*) or +10 ranged (1d8+7, +1 *spear*); SA smite 1/day; SQ damage reduction 1/—, mettle; AL CN; SV Fort +10, Ref +4, Will +7; Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +5, Knowledge (religion) +3; Cleave, Improved Bull Rush, Improved Sunder, Power Attack, True Believer*, Weapon Focus (spear).

* New feat described in Chapter 3.

Smite (Su): Once per day, Graaghya may attempt to smite with one normal melee attack. She adds +4 to her attack roll and deals 3 extra points of damage.

Mettle (Su): Graaghya's special blessing allows her to shrug off magical effects that would otherwise harm her. If she makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells Prepared (2/1; save DC 12 + spell level): 1st—*divine favor, magic weapon*; 2nd—*bull's strength*.

Possessions: +1 full plate (with armor spikes), 2 *+1 spears*, *cloak of resistance +1*.

Illus. by W. Reynolds

RADIANT SERVANT OF PELOR

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serve—to minister to the needs of Pelor's followers and goodhearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics. Some are multiclassed cleric/paladins or cleric/rangers, or even the occasional cleric/druid.

NPC radiant servants of Pelor can be found wherever there is human need—in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

Adaptation: As mentioned in the introduction to the chapter, this prestige class doesn't have to be about Pelor. It works just as well with any god of the sun whose clerics often turn undead, and given the Sun domain's granted power, it'd be a strange sun-god that didn't want his clerics turning undead.

Hit Die: d6.

REQUIREMENTS

To qualify to become a radiant servant of Pelor, a character must fulfill all the following criteria.

Alignment: Neutral good.

Base Save Bonus: Will +5.

Skills: Heal 5 ranks, Knowledge (religion) 9 ranks.

Feat: Extra Turning.

Spells: Able to cast 1st-level divine spells and access to the Sun domain.

Special: Must have Pelor as patron deity.

CLASS SKILLS

The radiant servant of Pelor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the radiant servant of Pelor prestige class.

Weapon and Armor Proficiency: Radiant servants of Pelor are proficient with all simple and martial weapons, with all armor, and with shields.

Radiance: When a radiant servant of Pelor casts any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servants sheds light in a 120-foot radius and is treated as a 4th-level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st-level divine spells before he became a radiant servant of Pelor, the player must decide

Table 2–15: The Radiant Servant of Pelor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Extra greater turning, radiance, turn undead	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Divine health, empower healing	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Aura of warding	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Bonus domain	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize healing	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Positive energy burst	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	—	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Supreme healing	+1 level of existing divine spellcasting class

which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health (Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing (Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Bonus Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third cleric domain, or he can choose the Glory or Purification domain. He can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting his domain spells for the day.

Maximize Healing (Ex): When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain that spell is affect as though by the Maximize Spell feat. The spell does not use up a higher-level slot. This power supersedes the empower healing ability until the character reaches 10th level.

Positive Energy Burst (Su): As a standard action, a radiant servant of Pelor who is at least 8th level can create a positive energy burst that deals 1d6 points of damage per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant cannot use this ability if he has fewer than two turning attempts left for the day.

Supreme Healing (Ex): When a radiant servant of Pelor who is at least 10th level casts a domain spell from the Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

Thouvan, a radiant servant of Pelor

Illus. by F. Vobwinkel

SAMPLE RADIANT SERVANT OF PELOR

Thouvan: Male human cleric 6/radiant servant of Pelor 3; CR 9; Medium humanoid; HD 6d8+6 plus 3d6+3; hp 50; Init –1; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +6; Grap +8; Atk +9 melee (1d8+3, *+1 heavy mace*) or +5 ranged (1d8, light crossbow); Full Atk +9/+4 melee (1d8+3, *+1 heavy mace*) or +5 ranged (1d8, light crossbow); SA turn undead 9/day (greater turning 5/day) (+4, 2d6+11, 9th); SQ aura of warding, divine health, empower healing, radiance; AL NG; SV Fort +9, Ref +2, Will +12; Str 14, Dex 8, Con 12, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +4, Heal +16, Knowledge (religion) +9; Augment Healing*, Empower Spell, Extra Turning, Quicken Turning*, Scribe Scroll.

*New feat described in Chapter 3.

Aura of Warding (Su): Thouvan and all allies within 10 feet of him gain a +2 morale bonus to all Will saving throws.

Divine Health (Ex): Thouvan is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing (Ex): When Thouvan casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Radiance: When Thouvan casts any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor.

Spells Prepared (6/6/6/5/4/2; save DC 14 + spell level): 0—*detect magic* (2), *light* (3), *read magic*; 1st—*bless, divine favor* (2), *cure light wounds*[D], *shield of faith* (2); 2nd—*aid, align weapon, bear's endurance, consecrate, hold person, heat metal*[D]; 3rd—*daylight, dispel magic, invisibility purge, protection from energy, searing light*[D]; 4th—*death ward, divine power, cure critical wounds*[D], *neutralize poison*; 5th—*disrupting weapon, flame strike*[D].

[D] Domain spell. Domains: Healing (cast healing spells at +1 caster level), Sun (greater turning against undead 2/day).

Possessions: +1 full plate, +1 heavy steel shield, +1 heavy mace, light crossbow, *periapt of Wisdom +2, scrolls of neutralize poison* (2), *lesser restoration* (3), *remove paralysis* (3), *remove disease, remove blindness/deafness,* and *remove curse,* 10 bolts,.

Anya Za Nan, a rainbow servant

Illus. by R. Spencer

RAINBOW SERVANT

Deep in the jungles lie magically hidden ziggurats where the winged serpents known as couatls teach their secrets to arcane spellcasters eager to gain a measure of divine power. Those who have learned what the couatl temples have to offer are known as rainbow servants, because they agree to further the couatl's agenda of virtue and hope no matter how far they stray from the jungle in exchange for the knowledge they've received.

Most rainbow servants are sorcerers and wizards, with the occasional bard making the jungle trek. More sorcerers than wizards take on the mantle of the rainbow servant, because access to cleric domains is a compelling goal when spells known are otherwise so limited.

Rainbow servants spend much of their time traveling on quests to make right some wrong. The couatls have a potent information network, so when they appear to direct a rainbow servant, they often have information the forces of evil thought they kept secret. But rainbow servants don't spend every moment at the beck and call of their serpentine masters; the couatls recognize that their servants have agendas of their own. A rainbow servant needs only be mindful that at any time, a couatl could suddenly appear in her life, describing a terrible evil that must be thwarted.

NPC rainbow servants travel the world—not to mention most of the Outer Planes—fighting evildoers and inspiring hope and mercy wherever they go. Unless they're traveling incognito, rainbow servants identify themselves with a prominent feathered plume on their headgear. Rainbow servants who've completed several quests for their couatl benefactors receive a *feathered cape of the couatls* as a mark of distinction.

Adaptation: The couatl aspect of this prestige class is inextricable from the rest of it, but you could develop similar prestige classes with other good outsiders such as lammasus, eladrins, or archons. It's also easy to reverse the class's alignment and come up with a similar "striped servant" class connected to the rakshasa, for example. And the couatl's jungle temples are rich with possibilities for creating your own organization—anything from secretive monks to weird spellcasters to friendly barbarian tribes could be living in the temples or nearby.

Hit Die: d4.

REQUIREMENTS

To qualify to become a rainbow servant, a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Skill: Knowledge (arcana) 4 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Must find the hidden jungle temples of the couatls.

CLASS SKILLS

The rainbow servant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the rainbow servant prestige class.

Weapon and Armor Proficiency: Rainbow servants gain no proficiency in weapons or armor.

***Detect Evil* (Sp):** At will, a rainbow servant can use *detect evil*, as the spell.

Extra Domain: A rainbow servant gains the granted power and spell access of the Good domain at 1st level, the Air domain at 4th level, and the Law domain at 7th level. The rainbow servant generally uses a multicolored feather of a couatl as her divine focus. For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this chapter.

Spells per Day/Spells Known: When a new rainbow servant level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class in which he could cast 3rd-level arcane spells before she added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of rainbow servant to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which he could cast 3rd-level arcane spells before he became a rainbow servant, the player must decide which class to assign each level of rainbow servant for the purpose of determining spells per day and spells known.

Grow Wings (Su): Starting at 4th level, a rainbow servant can grow multicolored, feathered wings like that of a couatl. The wings, which allow flight at a speed of 60 feet with good maneuverability, have a daily duration of 1 minute per rainbow servant level, divided up however the rainbow servant wishes. It takes a standard action to grow or eliminate the feathered wings. Restrictive clothing and armor of any kind prevents the wings from growing, and a rainbow servant can't grow wings while grappling.

***Detect Chaos* (Sp):** At will, a rainbow servant of 7th level or higher can use *detect chaos*, as the spell.

Cleric Spell Access: A 10th-level rainbow servant can learn and cast spells from the cleric list, even if they don't appear on the lists of any spellcasting class he has. Such spells are cast as divine spells if they don't appear on the sorcerer/wizard or bard spell lists. This class feature grants access to the spells, but not extra spells per day. The 10th-level rainbow servant can likewise read scrolls

Table 2–16: The Rainbow Servant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	*Detect evil*, extra domain (Good)	—
2nd	+1	+0	+0	+3	—	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of arcane spellcasting class
4th	+2	+1	+1	+4	Extra domain (Air), grow wings	—
5th	+2	+1	+1	+4	—	+1 level of arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of arcane spellcasting class
7th	+3	+2	+2	+5	*Detect chaos*, extra domain (Law)	—
8th	+4	+2	+2	+6	—	+1 level of arcane spellcasting class
9th	+4	+3	+3	+6	—	+1 level of arcane spellcasting class
10th	+5	+3	+3	+7	Cleric spell access, *detect thoughts*	—

with cleric spells on them and use wands and staffs that contain cleric spells.

***Detect Thoughts* (Sp):** At will, a 10th-level rainbow servant can use *detect thoughts*, as the spell. The save DC is Charisma-based.

SAMPLE RAINBOW SERVANT

Anya Za Nan: Female human sorcerer 6/rainbow servant 4; CR 10; Medium humanoid; HD 6d4+12 plus 4d4+8; hp 46; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +5; Grp +4; Atk +5 melee (1d6, +1/+0 *quarterstaff*) or +8 ranged (1d8/19–20, masterwork light crossbow); Full Atk +5 melee (1d6, +1/+0 *quarterstaff*) or +8 ranged (1d8/19–20, masterwork light crossbow); SA spells; SQ *detect evil*, familiar, familiar benefits (Alertness, empathic link, share spells), grow wings; AL NG; SV Fort +7, Ref +5, Will +10; Str 8, Dex 14, Con 14, Int 10, Wis 12, Cha 18.

Skills and Feats: Concentration +15, Diplomacy +9, Knowledge (arcana) +6, Listen +3*, Move Silently +5, Sense Motive +3, Spellcraft +8, Spot +6*; Empower Spell, Great Fortitude, Improved Initiative, Spell Focus (enchantment), Spell Penetration.

***Detect Evil* (Sp):** At will, Anya can use *detect evil*, as the spell.

Familiar: Anya's familiar is a cat named Shasara. The familiar uses the better of its own and Anya's base save bonuses. The creature's abilities and characteristics are summarized below.

Shasara, Cat Familiar: CR —; Tiny animal; HD 6; hp 23; Init +2; Spd 30 ft.; AC 17, touch 14, flat-footed 15; Base Atk +5; Grp –7; Atk +9 melee (1d2–4, claw) Full Atk +9 melee (1d2–42 claws); SA deliver touch spells; SQ improved evasion, low-light vision, scent, speak with master; AL NG; SV Fort +3, Ref +5, Will +9; Str 3, Dex 15, Con 10, Int 8; Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +16*, Jump +10, Listen +3, Move Silently +8, Spot +6; Stealthy, Weapon FinesseB.

Deliver Touch Spells (Su): Shasara can deliver touch spells for Anya (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Shasara takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Speak with Master (Ex): Shasara can communicate verbally with Anya. Other creatures do not understand the communication without magical help.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In area s of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Familiar Benefits: Anya gains special benefits from having a familiar. This creature grants Anya a +3 bonus on Move Silently checks (included in the above statistics).

Alertness (Ex): *Shasara grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Anya can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Anya may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell a target of "You" on her familiar.

Grow Wings (Su): Anya can grow multicolored, feathered wings like those of a couatl. The wings, which allow flight at a speed of 60 feet with good maneuverability, have a daily duration of 1 minute per rainbow servant level, divided up however the rainbow servant wishes. It takes a standard action to grow or eliminate the feathered wings. Restrictive clothing and armor of any kind prevents the wings from growing, and Anya can't grow wings while grappling.

Sorcerer Spells Known (6/7/7/6/4; save DC 14 + spell level, caster level 8th): 0—*acid splash, daze†, detect magic, light, mage hand, ray of frost, read magic, resistance*; 1st—*charm person†, identify, magic missile, shield, silent image*; 2nd—*invisibility, scorching ray, Tasha's hideous laughter†*; 3rd—*lightning bolt, suggestion†*; 4th—*polymorph*.

† Because of Spell Focus (enchantment), the base save DC for saves against these spells is 15 + spell level.

Domain Granted Powers: Air (turn earth creatures or rebuke air creatures up to 7 times per day), Good (cast good spells at +1 caster level).

Possessions: +1/+0 quarterstaff, bracers of armor +2, cloak of charisma +2, ring of counterspells, wand of detect secret doors, wand of web, 4 potions of cure light wounds, masterwork light crossbow, cold iron dagger, 20 bolts, 2 pearls (100 gp each), 161 gp.

SACRED EXORCIST

Through elaborate rites that may include dancing, drumming, beating a possessed person on the soles of the feet, liberal use of holy water, or many other means, sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity. Sacred exorcists are serious about their work and very devoted to their religion. Not all of them are dour and grim, but most are. Their determination to combat the forces of evil in the world—along with their special ability to do so—more than makes up for their lack of humor.

Most sacred exorcists are clerics or paladins who are specifically trained by their church for the work they are called to do. Most churches select only those who have shown a clear dedication to the work of opposing evil outsiders, as well as exemplary faith and devotion. Occasionally, a wizard qualifies to fill this role in a church that is

tolerant toward arcane magic, but members of other classes rarely become sacred exorcists.

NPC sacred exorcists are usually loners who travel from city to city in the service of their church. As highly specialized professionals, their services are frequently in demand, though few cities would have need for a full-time sacred exorcist.

Adaptation: As written, the prestige class mandates the sanction of a church or order, and it indicates that sacred exorcists are loners. You could reverse either of those elements; sacred exorcists could function independently of a larger organization (or even be castoffs from the larger church). Maybe teams of exorcists (with paladin and arcane spellcaster backup) patrol the land, seeking out hidden evil wherever it may gather.

Hit Die: d8.

REQUIREMENTS

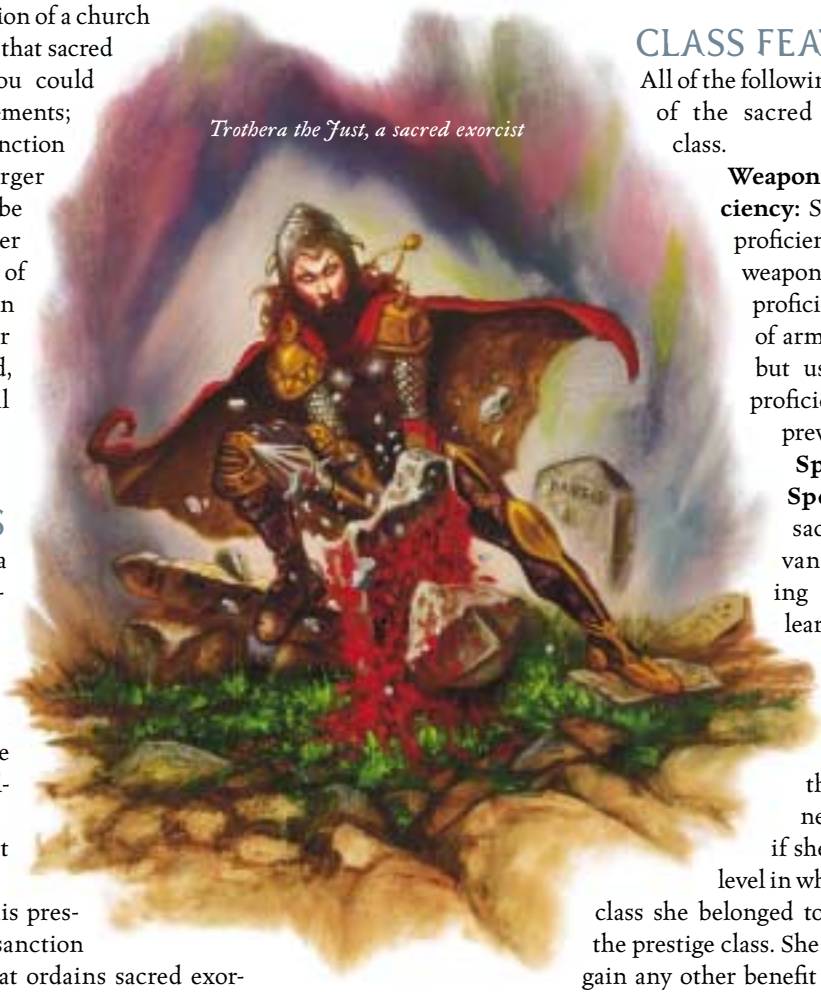
To qualify to become a sacred exorcist, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Knowledge (the planes) 10 ranks, Knowledge (religion) 7 ranks.

Spells: Able to cast *dismissal* or *dispel evil*.

Special: Adopting this prestige class requires the sanction of a church or order that ordains sacred exorcists. Only characters judged by their church to be exemplary in faith and devotion, strong of will and upright in morality, are made sacred exorcists.



Trothera the Just, a sacred exorcist

CLASS SKILLS

The sacred exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred exorcist prestige class.

Weapon and Armor Proficiency: Sacred exorcists are proficient with all simple weapons. They do not gain proficiency with any type of armor or with shields, but usually carry these proficiencies from their previous class.

Spells per Day/Spells Known: A sacred exorcist advances in spellcasting ability as well as learning the skills of exorcism. Thus, when a new sacred exorcist level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means that she adds the level of sacred exorcist to the

Table 2–17: The Sacred Exorcist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	Exorcism, turn undead	+1 level of existing class
2nd	+1	+0	0	+3	*Detect evil*, resist possession	+1 level of existing class
3rd	+2	+1	+1	+3	Chosen foe +1	+1 level of existing class
4th	+3	+1	+1	+4	*Dispel evil* 1/week	+1 level of existing class
5th	+3	+1	+1	+4	Consecrated presence	+1 level of existing class
6th	+4	+2	+2	+5	Chosen foe +2	+1 level of existing class
7th	+5	+2	+2	+5	*Dispel evil* 2/week	+1 level of existing class
8th	+6	+2	+2	+6	*Holy aura* 1/day	+1 level of existing class
9th	+6	+3	+3	+6	Chosen foe +3	+1 level of existing class
10th	+7	+3	+3	+7	*Dispel evil* 3/week	+1 level of existing class

Illus. by J. Pavelec

level of another spellcasting class the character has, then determines spells per day accordingly.

For example, if Delliva, an 8th-level cleric, gains a level as a sacred exorcist, she gains new spells as if she had risen to 9th level as a cleric, but uses the other sacred exorcist aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her a 9th-level cleric/1st-level sacred exorcist, she gains spells as if she had risen to 10th level as a cleric.

If a character had more than one spellcasting class in which she could cast *dismissal* or *dispel evil* before she became a sacred exorcist, the player must decide which class to assign each level of sacred exorcist for the purpose of determining spells per day and spells known.

Exorcism (Su): As a full-round action, a sacred exorcist can force a possessing creature or spirit out of the body it inhabits. To exorcise a possessing creature, the exorcist makes a class level check (also adding her Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any). If the exorcist's result equals or exceeds the DC, she succeeds in forcing the possessor from the body, with the normal results based on its method of possession. A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

Turn Undead (Su): Sacred exorcists can turn undead as clerics do. If a sacred exorcist has this ability from another class, her class levels stack to determine her effective turning level.

Resist Possession (Ex): Sacred exorcists of at least 2nd level receive a +4 sacred bonus on their saving throws against *magic jar* spells or similar abilities (including a ghost's malevolence ability), and a +2 sacred bonus on dispel checks made to dispel such effects. They also get a +2 sacred bonus on their saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

***Detect Evil* (Sp):** At will, a sacred exorcist of at least 2nd level can use *detect evil* as a spell-like ability.

Chosen Foe (Ex): At 3rd level, a sacred exorcist designates either undead or evil outsiders as her chosen foe. Extensive study and special training in the proper techniques for combating this foe gives the sacred exorcist a +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, and Spot checks against the chosen foe, as well as a +1 bonus on caster level checks to overcome any spell resistance of the chosen foe. At 6th level the bonus increases to +2, and at 9th level it increases to +3.

***Dispel Evil* (Sp):** Beginning at 4th level, a sacred exorcist can use *dispel evil* as a spell-like ability once per week. At 7th level, she can use this ability twice per week. At 10th level, she can use it three times per week.

Consecrated Presence (Su): At 5th level and higher, a sacred exorcist is surrounded by an aura of positive energy that extends 20 feet from her presence. This aura duplicates the effects of a *consecrate* spell, but it moves with the sacred exorcist. If the sacred exorcist enters an area affected by a *desecrate* spell, both effects are negated while the sacred exorcist remains in the area. If the sacred exorcist is the target of a *desecrate* spell, her aura is suppressed for the duration of the *desecrate* spell.

***Holy Aura* (Sp):** A sacred exorcist of 8th level or higher can use *holy aura* once per day as a spell-like ability.

SAMPLE SACRED EXORCIST

Trothera the Just: Female human cleric of Pelor 7/sacred exorcist 3; CR 10; Medium humanoid; HD 7d8+14 plus 3d8+6; hp 68; Init +3; Spd 20 ft.; AC 22, touch 9, flat-footed 22; Base Atk +7; Grp +7; Atk +9 melee (1d8+1, +1 *heavy mace*) or +7 ranged (1d8/19–20, masterwork light crossbow); Full Atk +9/+4 melee (1d8+1, +1 *heavy mace*) or +7 ranged (1d8/19–20, masterwork light crossbow); SA spells; SQ chosen foe (evil outsiders), *detect evil*, exorcism, resist possession, turn undead 4/day (+4, 2d6+11, 10th); AL LG; SV Fort +9, Ref +5, Will +13; Str 10, Dex 8, Con 14, Int 13, Wis 19, Cha 12.

Skills and Feats: Concentration +14, Heal +11, Intimidate +5, Knowledge (the planes) +11, Knowledge (religion) +8, Spellcraft +5, Spot +8; Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Penetration, Weapon Focus (heavy mace).

Chosen Foe (Ex): Trothera gains a +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, and Spot skill checks against evil outsiders, as well as a +1 bonus on caster level checks to overcome their spell resistance.

***Detect Evil* (Sp):** At will, Trothera can use *detect evil*, as the spell.

Exorcism (Su): As a full-round action, Trothera can force a possessing creature out of the body it inhabits. To exorcise a possessing creature, she must make a level check (1d20+11) against a DC of 10 + the possessing creature's HD + its Cha bonus (if any). If she equals or exceeds the DC, she forces the possessor out of the body. A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

Resist Possession (Ex): Trothera receives a +4 sacred bonus on her saving throws against *magic jar* spells or similar abilities (including a ghost's malevolence ability), and a +2 sacred bonus on dispel checks made to dispel such effects. She also gets a +2 sacred bonus on her saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

Cleric Spells Prepared (6/6/6/5/5/3; save DC 14 + spell level): 0—*detect magic* (3), *light*, *read magic*, *resistance*; 1st—*command*, *divine favor*, *obscuring mist*, *protection from evil*[D], *sanctuary*, *shield of faith*; 2nd—*bear's endurance*, *heat metal*[D], *hold person*, *lesser restoration*, *silence*, *spiritual weapon*; 3rd—*blindness/deafness*, *daylight*, *dispel magic*, *searing light*[D], *summon monster III*; 4th—*air walk*, *dimensional anchor*, *dismissal*, *divine power*, *holy smite*[D]; 5th—*dispel evil*[D], *flame strike*, *raise dead*.

[D] Domain spell. *Domains:* Good (cast good spells at +1 caster level), Sun (greater turning against undead 1/day).

Possessions: +2 full plate armor, +1 heavy steel shield, +1 heavy mace, periapt of Wisdom +2, cloak of resistance +1, scroll of *neutralize poison,* scroll of *remove disease,* masterwork light crossbow, 20 bolts, 465 gp.

SACRED FIST

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them or their deity. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids occasionally find the class's combat skills useful, but sorcerers and wizards find little to interest them.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

Alaraster, a sacred fist

Adaptation: This prestige class is designed to emphasize a monk who sacrifices her array of supernatural abilities and cast spells instead. The sacred fists (under that name or another) could be an esoteric order of monks who combine rigorous self-defense training with near-constant prayer. And if you connect them to a specific nonlawful deity, the sacred fists are a good way to create an exception to the "monks must be lawful" rule.

Hit Die: d8.

Table 2–18: The Sacred Fist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmored Speed Bonus	Spells per Day
1st	+1	+2	+2	+0	Unarmed damage	+1	+0 ft.	+1 level of existing divine spellcasting class
2nd	+2	+3	+3	+0	—	+1	+0 ft.	+1 level of existing divine spellcasting class
3rd	+3	+3	+3	+1	—	+1	+10 ft.	+1 level of existing divine spellcasting class
4th	+4	+4	+4	+1	Sacred flames 1/day	+1	+10 ft.	—
5th	+5	+4	+4	+1	—	+2	+10 ft.	+1 level of existing divine spellcasting class
6th	+6	+5	+5	+2	Blindsense 10 ft.	+2	+20 ft.	+1 level of existing divine spellcasting class
7th	+7	+5	+5	+2	—	+2	+20 ft.	+1 level of existing divine spellcasting class
8th	+8	+6	+6	+2	Sacred flames 2/day	+2	+30 ft.	—
9th	+9	+6	+6	+3	—	+2	+30 ft.	+1 level of existing divine spellcasting class
10th	+10	+7	+7	+3	Inner armor	+3	+30 ft.	+1 level of existing divine spellcasting class

Illus. by W. Reynolds

REQUIREMENTS

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (religion) 8 ranks.

Feats: Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist.

Spells: Able to cast 1st-level divine spells.

CLASS SKILLS

The sacred fist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), Spellcraft (Int), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level : 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists gain no proficiency with any weapons, armor, or shields.

AC Bonus (Ex): A sacred fist is highly trained at dodging blows, and he has a sixth sense that lets him avoid even unanticipated attacks. When unencumbered and wearing light or no armor, a sacred fist gains a +1 bonus to his AC. This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus to AC applies even against touch attacks or when the sacred fist is flat-footed. He loses the bonus when he is immobilized or helpless, when he wears any armor heavier than light armor, when he carries a shield, or when he carries a medium or heavy load.

Spells per Day/Spells Known: When a new sacred fist level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of sacred fist to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which he could cast divine spells before he became a sacred fist, the player must decide which class to assign each level of sacred fist for the purpose of determining spells per day and spells known.

Unarmed Damage (Ex): A sacred fist's class levels stack with his monk levels (if any) for the purpose of determining his unarmed damage. If a sacred fist doesn't have monk levels prior to becoming a sacred fist, treat him as a monk of the same class level as his sacred fist class level for determining his unarmed damage.

Fast Movement (Ex): At 3rd level, a sacred fist gains an enhancement bonus to his speed, as shown on Table 2–18: The Sacred Fist. A sacred fist in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Blindsense (Su): A 6th-level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his Wisdom modifier. He may use inner armor once per day.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell, page 201 of the *Player's Handbook*).

Like a member of any other class, a sacred fist may be a multiclass character, but multiclass sacred fists face a special restriction. A sacred fist who gains a level in any class other than sacred fist may never again raise his sacred fist level, though he retains all his sacred fist abilities. The path of the sacred fist requires a constant focus. If a character adopts this class, he must pursue it to the exclusion of all other careers. Once he has turned off the path, he may never return.

SAMPLE SACRED FIST

Alaraster: Male human cleric 1/monk 6/sacred fist 4; CR 11; Medium humanoid; HD 1d8+2 plus 6d8+12 plus 4d8+8; hp 75; Init +7; Spd 60 ft.; AC 21, touch 18, flat-footed 18; Base Atk +8; Grp +10; Atk +10 melee (1d10+2, unarmed strike); Full Atk +9/+9 melee (1d10+2, unarmed strike flurry of blows); SA *ki* strike (magic), sacred flames, spells, turn undead 2/day (+1, 2d6+0, 1st); SQ evasion, purity of body, slow fall, still mind; AL LN; SV Fort +13, Ref +12, Will +11; Str 14, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +11, Concentration +14, Heal +18, Jump +27, Knowledge (religion) +8, Listen +9, Spot +9, Tumble +15; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Evasion (Ex): If Alaraster makes a successful Reflex save against an attack that normally deals half damage on a successful save, he instead takes no damage.

***Ki* Strike (Su):** Alaraster's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Purity of Body (Ex): Alaraster is immune to all diseases except for supernatural and magical diseases.

Slow Fall (Ex): When within arm's reach of a wall, Alaraster takes damage as if a fall were 30 feet shorter than it actually is.

Still Mind (Ex): Alaraster gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Cleric Spells Prepared (5/5/4; save DC 13 + spell level): 0—*create water, detect magic, detect poison, light, mending*; 1st—*bless, enlarge person*[D], *entropic shield, obscuring mist, shield of faith*; 2nd—*aid, owl's wisdom, sound burst, shatter*[D].

[D] Domain spell. Domains: Destruction (smite 1/day; +4 attack, +4 damage), Strength (1/day gain +4 bonus to Strength for 1 round). Caster level 4th.

Possessions: Bracers of armor +3, amulet of health +2, gloves of Dexterity +2, ring of jumping, wand of cure light wounds (25 charges), *potion of bull's strength*, scroll of *divine power*, 12 pp, 5 gp.

SEEKER OF THE MISTY ISLE

Millennia ago, a well-placed arrow from Corellon Larethian put out one of Gruumsh's eye. But Gruumsh and Kurtulmak conspired to have their revenge on the deity of the elves. Using potent magic (and sacrificing thousands of orcs, kobolds, and captive elves), Gruumsh and Kurtulmak managed to whisk away one of the world's most beautiful elven communities: the Misty Isle. Neither Corellon Larethian's personal power nor the combined prowess of the elven nation's diviners was able to glean so much as a hint about where Gruumsh and Kurtulmak have hidden the Misty Isle—only that the elves there yet survive, though they are trapped and cannot contact their brethren.

Thus an elite order of elves was born: the seekers of the Misty Isle. Ever since the Misty Isle was stolen away, the seekers have walked the length and breadth of the land, hunting patiently for the lost elves. Even among the long-lived elves, a dozen generations of seekers have lived and died without discovering more than a few scattered clues as to the Misty Isle's location. Yet still they search, and to give one's life to the seekers' cause is one of the noblest sacrifices an elf can make.

Joining the seekers is an arduous process, for the order admits only those likely to survive long travels in hostile lands. And because looking for the Misty Isle is a lifelong quest, the ranks of the seekers are filled with those who no longer "fit in" among the elves: the heartbroken, the grieving, and the exiled. Many have at least some training as a ranger or druid, because the forbidding wilderness where a seeker wanders provides entry trials of its own. Multiclass barbarian druids and cleric/rangers also find the pursuit rewarding.

NPC seekers of the Misty Isle can be found nearly anywhere, because Gruumsh and Kurtulmak could have hidden a portal to the Misty Isle anywhere from a city sewer to a lonely mountain cave to the depths of the Abyss itself. Seekers don't often stay in one place for long, but they'll join any quest that even hints at progress in the search for the Misty Isle.

Adaptation: This prestige class is both race- and deity-specific, but you can file off the serial numbers and use it for any group of elite wanderers. The flavor of the class is a romanticized version of the French Foreign Legion—a group composed of people who want to start their lives over, far from everything they know.

Hit Die: d8.

REQUIREMENTS

To qualify to become a seeker of the Misty Isle, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Skills: Knowledge (religion) 4 ranks, Survival 8 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: Must be inducted into the order by another member.

CLASS SKILLS

The seeker of the Misty Isle's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str),

Table 2–19: The Seeker of the Misty Isle

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Extra domain (Travel)	+1 level of existing class
2nd	+1	+3	+3	+0	—	+1 level of existing class
3rd	+2	+3	+3	+1	—	+1 level of existing class
4th	+3	+4	+4	+1	Swiftfooted	+1 level of existing class
5th	+3	+4	+4	+1	Corellon's perception, surefooted	—
6th	+4	+5	+5	+2	*Find the path*	+1 level of existing class
7th	+5	+5	+5	+2	Extra domain (Magic)	+1 level of existing class
8th	+6	+6	+6	+2	—	+1 level of existing class
9th	+6	+6	+6	+3	*Arcane sight*	+1 level of existing class
10th	+7	+7	+7	+3	*Discern location*	—

Knowledge (geography) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the seeker of the Misty Isle prestige class.

Weapon and Armor Proficiency: Seekers of the Misty Isle are proficient with all martial weapons and with all light and medium armor.

Extra Domain: A seeker of the Misty Isle gains the granted power and spell access of the Travel domain at 1st level and the Magic domain at 7th level. For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this Chapter.

Spells per Day/Spells Known: When a new seeker of the Misty Isle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast 2nd-level divine spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that she adds the level of seeker of the Misty Isle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which she could cast 2nd-level divine spells before she became a seeker of the Misty Isle, the player must decide which class to assign each level of seeker of the Misty Isle for the purpose of determining spells per day and spells known.

Swiftfooted (Ex): At 4th level, the seeker can ignore the normal –5 penalty for accelerated movement when she uses the following skills: Balance, Climb, Hide, Move Silently, and Survival (for following tracks). Her penalty for accelerated tumbling is reduced from –10 to –5.

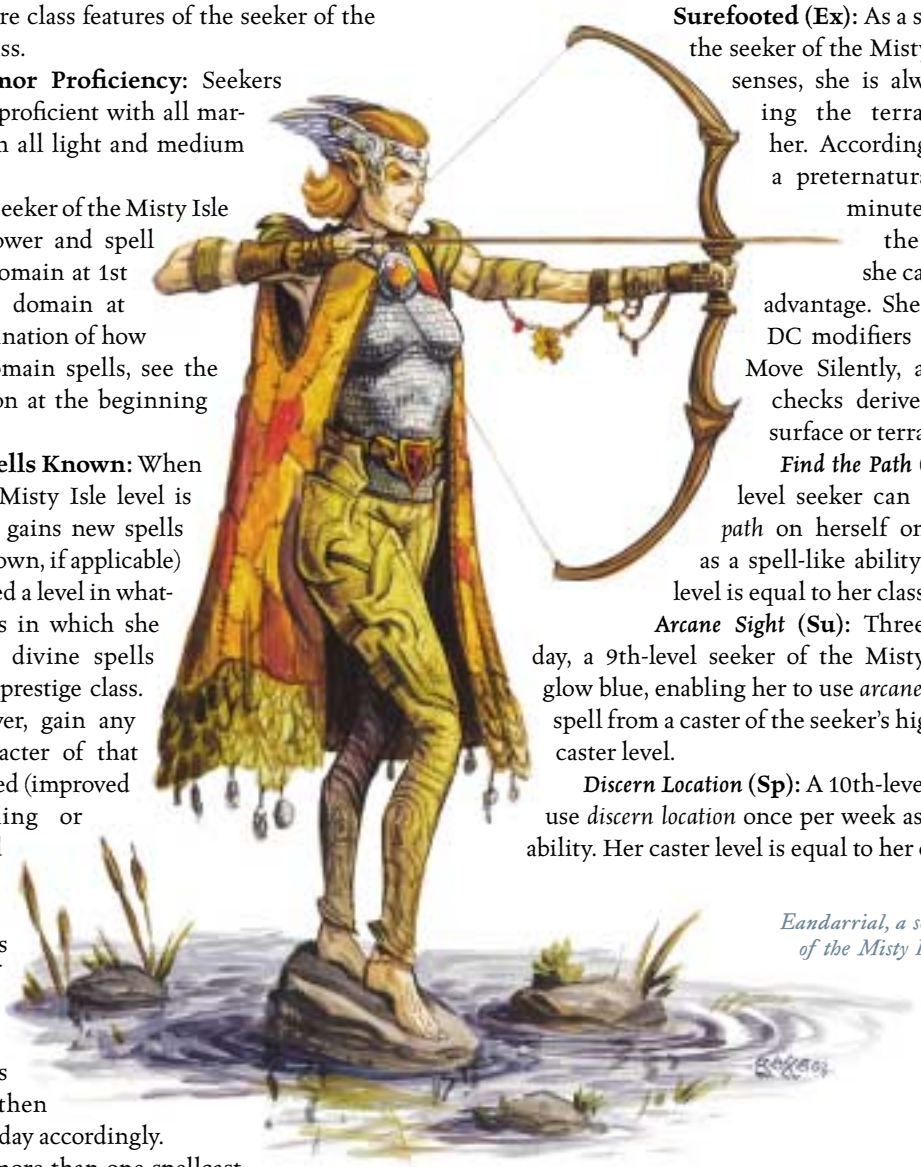
Corellon's Perception (Ex): A 5th-level seeker of the Misty Isles has sight and hearing far beyond a normal elf's, and she has attuned her senses to repetitively sweep her immediate area. She gains a +5 racial bonus on Listen, Search, and Spot checks. Furthermore, she can attempt to spot or hear something she failed to notice previously once per round per skill as a free action (such attempts are ordinarily move actions).

Surefooted (Ex): As a side effect of the seeker of the Misty Isle's keen senses, she is always searching the terrain around her. Accordingly, she has a preternatural sense of minute details in the landscape she can use to her advantage. She can ignore DC modifiers on Balance, Move Silently, and Tumble checks derived from the surface or terrain.

***Find the Path* (Sp):** A 6th-level seeker can use *find the path* on herself once per day as a spell-like ability. Her caster level is equal to her class level.

***Arcane Sight* (Su):** Three times per day, a 9th-level seeker of the Misty Isle's eyes glow blue, enabling her to use *arcane sight*, as the spell from a caster of the seeker's highest divine caster level.

***Discern Location* (Sp):** A 10th-level seeker can use *discern location* once per week as a spell-like ability. Her caster level is equal to her class level.



Illus. by T. Baxa

Eandarrial, a seeker of the Misty Isle

SAMPLE SEEKER OF THE MISTY ISLE

Eandarrial: Female elf ranger 2/cleric 3/seeker of the Misty Isle 4; CR 9; Medium humanoid; HD 2d8+2 plus 3d8+3 plus 4d8+4; hp 54; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +7; Grp +7; Atk +12 ranged (1d8+2/×3, composite longbow) or +11 melee (1d6+1/19–20, masterwork short sword); Full Atk +10/+10/+5 ranged (1d8+2/×3, composite longbow) or +11/+6 melee (1d6+1/19–20, masterwork short sword); SA favored enemy orcs +2, turn undead 2/day (–1, 2d6+2, 3rd); SQ elf traits, low-light vision, swift-

footed, wild empathy +1; AL CG; SV Fort +11, Ref +10, Will +6; Str 13, Dex 17, Con 12, Int 12, Wis 14, Cha 8.

Skills and Feats: Balance +7, Climb +10, Concentration +5, Hide +17, Knowledge (religion) +5, Listen +9, Move Silently +12, Search +6, Spot +13, Survival +14; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse, Weapon Focus (longbow).

Favored Enemy (Ex): Eandarrial gains a +2 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against orcs. She gets the same bonus on weapon damage rolls against orcs.

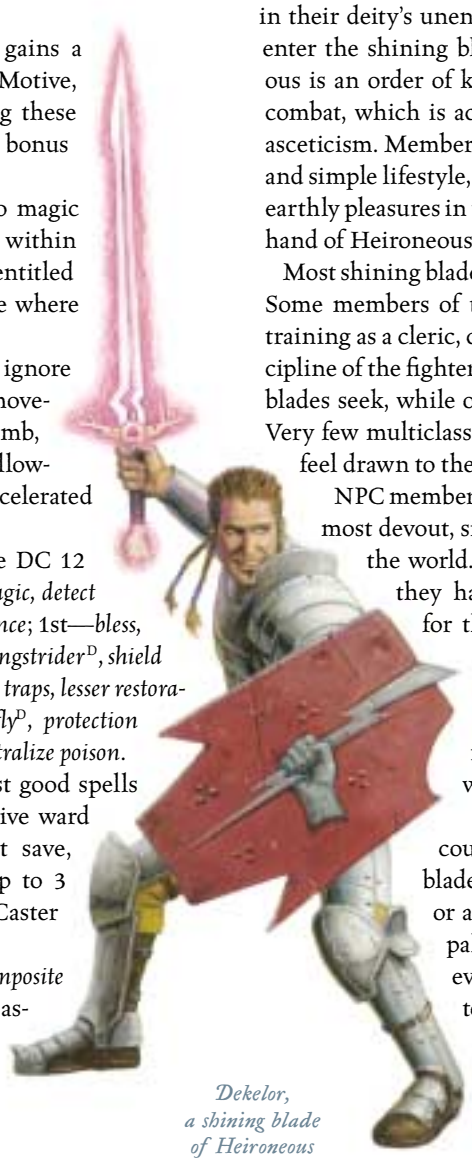
Elf Traits: Elves have immunity to magic *sleep* effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she where actively looking for it.

Swiftfooted (Ex): Eandarrial can ignore the normal –5 penalty for accelerated movement when she makes a Balance, Climb, Hide, Move Silently, or Survival (for following tracks) check. Her penalty for accelerated tumbling is reduced from –10 to –5.

Cleric Spells Prepared (6/6/5/3/2; save DC 12 + spell level): 0—*create water, detect magic, detect poison, light, purify food and drink, resistance*; 1st—*bless, detect evil, divine favor, endure elements, longstrider*[D], *shield of faith*; 2nd—*aid*[D], *bear's endurance, find traps, lesser restoration, spiritual weapon*; 3rd—*daylight, fly*[D], *protection from energy*; 4th—*dimension door*[D], *neutralize poison*.

[D] Domain spell. *Domains:* Good (cast good spells at +1 caster level), Protection (protective ward grants +3 resistance bonus on next save, 1/day), Travel (*freedom of movement* up to 3 rounds/day; Survival is a class skill). Caster level 7th.

Possessions: *+1 mithral shirt, +1 composite longbow* (+1 Str bonus), 20 arrows, masterwork short sword, *gauntlets of ogre power, cloak of elvenkind, potion of cat's grace*, 100 gp.



Dekelor, a shining blade of Heironeous

SHINING BLADE OF HEIRONEOUS

Heironeous's teachings focus on promoting good through the use of armed force. Those among Heironeous's servants, both clerics and paladins, who aspire to become weapons in their deity's unending war against evil hope one day to enter the shining blades. The shining blades of Heironeous is an order of knights dedicated to prowess in melee combat, which is achieved through prayer, devotion, and asceticism. Members of the shining blades have an austere and simple lifestyle, forsaking all worldly wealth and many earthly pleasures in their quest to become but a blade in the hand of Heironeous.

Most shining blades of Heironeous are clerics or paladins. Some members of the order believe that a minimum of training as a cleric, combined with the intense martial discipline of the fighter is ideal to achieve the goal the shining blades seek, while others follow a single class exclusively. Very few multiclass arcane spellcasters, rogues, or monks feel drawn to the shining blades.

NPC members of the shining blades are probably the most devout, single-minded, and driven crusaders in the world. Consumed with passion for the path they have chosen, they have little patience for those who are "blinded" by desire for material goods or personal power. All that matters, they believe and preach, is the fight against evil; as long as evil remains strong, there is important work to be done.

Adaptation: This prestige class could just as easily be called the shining blade of Apollo, the shining blade of Ra, or any other deity that fights evil and has paladins. If you change the deity, however, make sure you change the weapon to match. Moradin's equivalent to this class would be the shining axes, while Corellon Larethian's might be the "shining arrows" (and it'd have a different 9th-level power).

Hit Die: d10.

Table 2–20: The Shining Blade of Heironeous

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Shock blade 2/day	—
2nd	+2	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	Shock blade 3/day	—
4th	+4	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+4	Holy blade 4/day	—
6th	+6	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+5	Holy blade 5/day	—
8th	+8	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+6	Brilliant blade 6/day	—
10th	+10	+7	+3	+7	—	+1 level of existing divine spellcasting class

Illus. by S. Belledin

REQUIREMENTS

To qualify to become a shining blade of Heironeous, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +7.

Base Save Bonus: Will +3.

Skill: Knowledge (religion) 7 ranks.

Spells: Able to cast 1st-level divine spells

Special: Must have Heironeous as a patron deity.

CLASS SKILLS

The shining blade of Heironeous's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the shining blade of Heironeous prestige class.

Weapon and Armor Proficiency: The shining blades of Heironeous are proficient with all simple and martial weapons, with all armor, and with shields.

Shock Blade (Su): Twice per day as a standard action, a shining blade of Heironeous can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing an extra 1d6 points of electricity damage on a successful hit. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma modifier (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends.

Spells per Day/Spells Known: When an even-numbered level is gained, the shining blade of Heironeous gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class in which he could cast 1st-level spells before he became a shining blade, he must decide to which class he adds each level of shining blade for the purpose of determining spells per day and spells known.

Holy Blade (Su): At 5th level, the shining blade of Heironeous can bestow two magical enhancements upon his weapon. This supernatural ability replaces the shock blade ability and can be used three times per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 points of damage or a holy weapon dealing +2d6 points of bonus damage against evil creatures. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma modifier (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The two uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy and another to make it a shock weapon. The weapon cannot be made to be doubly holy or doubly shocking.

Brilliant Blade (Su): At 9th level, a shining blade can bestow three magical enhancements upon his weapon. This supernatural ability replaces the holy blade ability and can be used six times per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing an extra 1d6 points of electricity damage, a holy weapon dealing an extra 2d6 points of damage against evil creatures, or a brilliant energy weapon, which sheds light as a torch and ignores nonliving matter (including armor, undead, constructs, and objects). The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma modifier (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The three uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy, another to make it a shock weapon, and another to make it a brilliant energy weapon. The weapon cannot be made to be doubly holy, doubly shocking, or doubly brilliant.

SAMPLE SHINING BLADE OF HEIRONEOUS

Dekelor: Male human cleric 4/paladin 4/shining blade of Heironeous 3; CR 11; Medium humanoid; HD 4d8+3 plus 4d10+4 plus 3d10+3 plus 3; hp 74; Init +4; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +10; Grp +14; Atk + melee (1d8+6/19–20, +2 *longsword*); Full Atk +17/+12 melee (1d8+6/19–20, +2 *longsword*); SA shock blade 3/day, smite evil 1/day, spells, turn undead 5/day (+4, 2d6+8, 6th); SQ Aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health; AL LG; SV Fort +14, Ref +5, Will +15; Str 18, Dex 10, Con 12, Int 8, Wis 14, Cha 14.

Skills and Feats: Diplomacy +9, Knowledge (religion) +6; Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword)[B].

Aura of Courage (Su): Dekelor is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions while Dekelor is conscious, but not if he is unconscious or dead.

Aura of Good (Ex): The power of Dekelor's aura of good (see the *detect good* spell) is equal to his paladin level, just like the aura of a cleric of a good deity.

Detect Evil (Sp): At will, Dekelor can use *detect evil*, as the spell.

Divine Grace (Su): Dekelor gains a bonus equal to his Charisma bonus (+2) on all saving throws.

Divine Health (Ex): Dekelor is immune to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Lay on Hands (Su): Dekelor can heal wounds (his own or those of others) by touch. Each day he can heal 8 hit points of damage. Dekelor may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

Shock Blade (Su): Twice per day as a standard action, Dekelor can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing an extra 1d6 points of electricity damage on a successful hit. The weapon is enhanced this way for up to 5 rounds, but only so long as Dekelor is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends.

Smite Evil (Su): Once per day, Dekelor may attempt to smite evil with one normal melee attack. He adds 2 to his attack roll and deals an extra 4 points of damage. If Dekelor accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Cleric Spells Prepared (5/5/4/2; save DC 12 + spell level): 0—*create water, detect magic, detect poison, light, mending*; 1st—*bless, entropic shield, magic weapon*[D], *obscuring mist, shield of faith*; 2nd—*aid, resist energy, sound burst, spiritual weapon*[D]; 3rd—*invisibility purge, magic vestment*[D].

[D] Domain spell. *Domains:* Good (cast good spells at +1 caster level), War (proficiency and Weapon Focus with longsword). Caster level 5th.

Paladin Spells Prepared (1; save DC 12 + spell level): 1st—*lesser restoration*.

Possessions: +2 full plate, +2 heavy metal shield, +2 longsword, gauntlets of ogre power, wand of cure light wounds (25 charges), *potion of bear's endurance*, 25 pp, 5 gp.

Krotan the stormlord

STORMLORD

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown. Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence. They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

Adaptation: If you do not have the god Talos in your game then this prestige class works well with any god of storms, obviously, but it's also appropriate for nature deities or clerics and druids that venerate nature or weather in the abstract without worshiping a specific deity.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stormlord, a character must fulfill the following criteria.

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

Spells: Able to cast 3rd-level divine spells.

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

CLASS SKILLS

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the stormlord prestige class.

Weapon and Armor Proficiency: Stormlords gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each stormlord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding

Illus. by R. Mimura

the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

Enhanced Javelins: Any javelin thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th level to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining resistance to electricity in the amount given on the table. At 9th level, a stormlord gains immunity to electricity.

Shock Weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). The weapon loses this ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): Beginning at 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos's fury.

Thundering Weapon (Su): For a stormlord of 5th level or higher, any spear or javelin he uses is treated as a thundering weapon (see page 225 of the *Dungeon Master's Guide*). The weapon loses this ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's shock weapon ability.

***Storm Ride* (Sp)**: At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking Burst Weapon (Su): For a stormlord of 8th level or higher, any spear or javelin he uses is treated as a shocking burst weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's thundering weapon ability.

***Storm of Elemental Fury* (Sp)**: At 10th level, a stormlord can summon a storm of great magnitude and power. Once per day, a stormlord can use *storm of elemental fury* as if he were a 17th-level cleric.

SAMPLE STORMLORD

Krotan the Stormlord: Male human cleric 5/stormlord 3; CR 8; Medium humanoid; HD 5d8+10 plus 3d8+6; hp 56; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +7; Atk +9 melee (1d8+4/×3 plus 1d6 electricity, *+1 spear*) or +8 ranged (1d6+3 plus 1d6 electricity, javelin); Full Atk +9 melee (1d8+4/×3 plus 1d6 electricity, *+1 spear*) or +8 ranged (1d6+3 plus 1d6 electricity, javelin); SA enhanced javelins, rebuke undead 3/day (+0, 2d6+5, 5th), shock weapon; SQ resistance to electricity 5, storm walk; AL CN; SV Fort +12, Ref +4, Will +12; Str 14, Dex 12, Con 14, Int 8, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Intimidate +3, Knowledge (religion) +7; Endurance, Great Fortitude, Weapon Focus (javelin), Weapon Focus (spear).

Cleric Spells Prepared (6/6/5/5/4; save DC 14 + spell level): 0—*cure minor wounds, detect magic* (2), *light, read magic, resistance;* 1st—*bane, cause fear, cure light wounds, detect good, doom, protection from good*[D]; 2nd—*align weapon, bull's strength, cure moderate wounds, death knell, shatter*[D]; 3rd—*contagion*[D], *cure serious wound, dispel magic, searing light, wind walk;* 4th—*control water, cure critical wounds, divine power, unholy blight*[D].

[D] Domain spell. *Domains:* Destruction (smite 1/day, +4 attack, extra +5 damage), Evil (cast evil spells at +1 caster level).

Possessions: +1 breastplate, +1 spear, 10 javelins, *periapt of Wisdom +2, cloak of resistance +1, wand of cure light wounds* (50 charges).

Table 2–21: The Stormlord

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Enhanced javelins +1, resistance to electricity 5	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Shock weapon	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Storm walk	+1 level of existing divine spellcasting class
4th	+3	+3	+1	+3	Resistance to electricity 10	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Thundering weapon	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	*Storm ride,* enhanced javelins +2	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Resistance to electricity 15	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Shocking burst weapon	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Immunity to electricity, Enhanced javelins +3	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Elemental conflagration	+1 level of existing divine spellcasting class

Enhanced Javelins: Javelins thrown by Krotan count as +1 weapons. This bonus is factored into the statistics above.

Shock Weapon (Su): Any spear or javelin used by Krotan is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). This extra damage is factored into the statistics above.

Storm Walk (Ex): Krotan can walk through storms at his regular movement rate.

TEMPLE RAIDER OF OLIDAMMARA

Olidammara's worshipers don't have many temples of their own, but some of them spend a great deal of time in the temples of other deities—robbing them of every valuable that's even remotely portable. The temple raiders are an elite cadre of thieves who worship the Laughing Rogue and specialize in stealing valuables and secret lore from the temples of other deities. Few enterprises are as dangerous as breaking into a temple, so Olidammara grants limited spellcasting abilities to temple raiders in his service.

Temple raiders are always listening for news of great riches or dark secrets at the temples of other deities, and they eagerly chase down rumors of hidden shrines and half-buried temples from bygone ages. However, they typically have plenty of time between raids for normal adventuring, which they undertake frequently with their deity's blessing. After all, dungeon adventuring hones the skills that the temple raider needs for special missions—such as liberating the war-booty that the clerics of St. Cuthbert's temple are now bringing home for safekeeping.

Rogues and bards usually have the skills a temple raider needs, whereas only a few rare clerics—even those of Olidammara—can pick a lock or sabotage a trap well enough to meet the temple raiders' standards. Some rangers also find the life of a temple raider to their liking.

Fernit, a temple raider of Olidammara

Illus. by W. O'Connor

NPC temple raiders usually work in small teams, using stealth, disguise, or magic to infiltrate a rival temple secretly. Once inside, they plunder the treasury, steal religious relics, and abscond with any secrets the clerics of the rival temple cared to write down. If all goes well, they slip out unnoticed, but they're not above fighting their way to freedom. They know that the penalty for stealing from a temple is usually death, so they're quick to draw blades when capture seems imminent. Clerics who venerate other deities consider temple raiders a menace, so most of the latter pose as rogues, bards, or even clerics of Olidammara instead. Player characters may encounter NPC temple raiders fleeing from town with their latest victims on their heels, or in the midst of planning a raid.

Adaptation: Any deity of rogues, thieves, or secret knowledge could be a patron for a temple raider. Other campaigns may feature specific items or treasures that are kept by churches which would tempt a temple raider into stealing.

Hit Die: d6.

REQUIREMENTS

To qualify to become a temple raider of Olidammara, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +5.

Skills: Disable Device 4 ranks, Knowledge (religion) 1 rank, Open Lock 4 ranks, Search 8 ranks.

Table 2–22: The Temple Raider of Olidammara

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Trapfinding, trap sense +1	0	—	—	—
2nd	+1	+0	+3	+3	Sneak attack +1d6	1	—	—	—
3rd	+2	+1	+3	+3	Uncanny dodge	1	0	—	—
4th	+3	+1	+4	+4	Trap sense +2	1	1	—	—
5th	+3	+1	+4	+4	Sneak attack +2d6	1	1	0	—
6th	+4	+2	+5	+5	Improved uncanny dodge	1	1	1	—
7th	+5	+2	+5	+5	Trap sense +3	2	1	1	0
8th	+6	+2	+6	+6	Sneak attack +3d6	2	1	1	1
9th	+6	+3	+6	+6	Skill mastery	2	2	1	1
10th	+7	+3	+7	+7	Luck domain, trap sense +4	2	2	2	1

Special: The character must worship Olidammara and be invited to join the ranks of the temple raiders by at least three current members of that prestige class.

CLASS SKILLS

The temple raider's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the temple raider prestige class.

Weapon and Armor Proficiency: Temple raiders gain proficiency with all simple weapons and with the rapier. In addition, they gain proficiency with light and medium armor.

Spells per Day: A temple raider has the ability to cast a small number of divine spells. To cast a temple raider spell, a temple raider must have a Wisdom score of at least 10 + the spell's level, so a temple raider with a Wisdom of 10 or lower cannot cast these spells. Temple raider bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the temple raider's Wisdom modifier. When the temple raider gets 0 spells per day of a given level (for instance, 1st-level spells for a 1st-level temple raider), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The temple raider's spell list appears below. A temple raider has access to any spell on the list and can freely choose which to prepare, just as a cleric. A temple raider prepares and casts spells just as a cleric does (though a temple raider cannot spontaneously cast *cure* or *inflict* spells).

A temple raider must spend 1 hour each night in quiet contemplation and supplication to Olidammara to regain his daily allotment of spells. Time spent resting has no effect on whether he can prepare spells.

Trapfinding (Ex): Like rogues, temple raiders can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. They can also use the Disable Device skill to disarm magic traps.

A temple raider who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): A temple raider has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by an additional +1 every three levels above 1st (to +2 at 4th level, +3 at 7th, and +4 at 10th).

Sneak Attack (Ex): At 2nd level, a temple raider gains the ability to sneak attack opponents. This functions identically to the rogue's sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*). At 2nd level, the temple raider's extra damage on a successful sneak attack is +1d6, and this rises by +1d6 per three temple raider levels thereafter. If he already has the sneak attack ability from a previous class, the damage bonuses stack.

Uncanny Dodge (Ex): At 3rd level, a temple raider gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity modifier to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity modifier to AC if immobilized.

If a temple raider already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A temple raider of 6th level or higher can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies an enemy the ability to sneak attack the temple raider by flanking him, unless the attacker has at least four more rogue levels than the target has temple raider levels.

If a character already has uncanny dodge from a second class, the levels from the class(es) that grant uncanny dodge stack to determine the minimum rogue level required to flank the temple raider. For example, only a rogue of 17th level or higher could flank a 7th-level rogue/6th-level temple raider.

Skill Mastery (Ex): At 9th level, a temple raider becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distraction would normally prevent him from doing so.

Luck Domain: At 10th-level, the luck of Olidammara rubs off on a temple raider, granting the character access to the Luck domain. He may use the domain's granted power and adds the domain's spells to his temple raider spell list (but not any other spell lists he might have). If he already has the Luck domain, he can use its granted power one additional time per day.

Temple Raider Spell List

Temple raiders choose their spells from the following list.

1st Level: *detect law, detect secret doors, disguise self, invisibility to undead, obscuring mist, protection from law.*

2nd Level: *augury, cat's grace, darkvision, delay poison, invisibility, lesser restoration, undetectable alignment.*

3rd Level: *locate object, magic circle against law, nondetection, obscure object, remove curse, resist energy, see invisibility.*

4th Level: *air walk, confusion, death ward, freedom of movement, neutralize poison, restoration, spell immunity.*

In addition, 10th-level temple raiders add the 1st- through 4th-level spells from the Luck domain to their spell list.

SAMPLE TEMPLE RAIDER OF OLIDAMMARA

Jernit: Male half-elf ranger 5/temple raider of Olidammara 3; CR 8; Medium humanoid (elf); HD 5d8+10 plus 3d6+6; hp 52; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15; Base Atk +7; Grp +8; Atk +13 melee (1d4+2, dagger); Full Atk +11/+11/+6 melee (1d4+2, dagger); SA combat style (two-weapon combat), favored enemy giants +4, favored enemy monstrous humanoids +2, sneak attack +1d6; SQ animal companion (link, share spells), half-elf traits, trap sense +1, uncanny dodge, wild empathy +4; AL CN; SV Fort +7, Ref +11, Will +5; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Disable Device +4, Hide +17, Knowledge (religion) +1, Move Silently +17, Open Lock +15, Search +11, Spot +12, Survival +7; Dodge, Endurance, Stealthy, Track[B], Two-Weapon Fighting[B], Weapon Finesse; Weapon Focus (dagger).

Favored Enemy (Ex): Jernit gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Sneak Attack (Ex): An extra 1d6 points of damage against flat-footed opponents within 30 feet, or against targets Jernit is flanking. Creatures without discernible anatomies or that are immune to critical hits are immune to sneak attacks.

Animal Companion (Ex): Jernit has an owl named Vanya as an animal companion (see *Monster Manual*, page 277). The ranger and Vanya enjoy the link and share spells special qualities.

Link (Ex): Jernit can handle Vanya as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his owl.

Share Spells (Ex): Jernit may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his animal companion.

Half-Elf Traits: Half-elves have immunity to magic *sleep* effects. For all effects related to race, a half-elf is considered an elf.

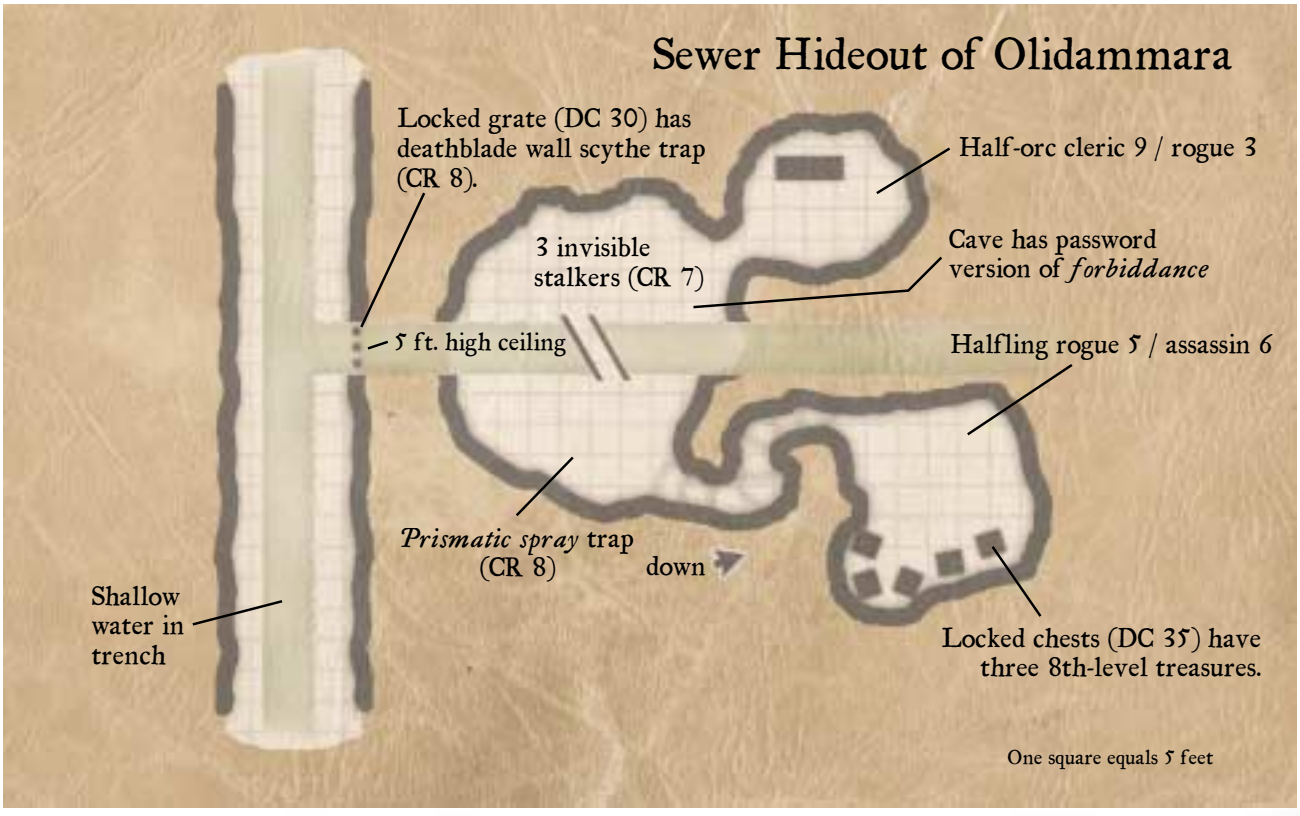
Trap Sense (Ex): Jernit has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Jernit can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st—*longstrider.*

Temple Raider Spells Prepared (2; save DC 11 + spell level): 1st—*obscuring mist, invisibility to undead.*

Possessions: +1 studded leather, ring of protection +1, 3 masterwork daggers, *gloves of Dexterity +2, wand of cure light wounds* (25 charges), *potion of bear's endurance,* 6 pp, 5 gp.


Sewer Hideout of Olidammara
Locked grate (DC 30) has deathblade wall scythe trap (CR 8).
Half-orc cleric 9 / rogue 3
3 invisible stalkers (CR 7)
Cave has password version of *forbiddance*
5 ft. high ceiling
Halfling rogue 5 / assassin 6
Prismatic spray trap (CR 8)
down
Shallow water in trench
Locked chests (DC 35) have three 8th-level treasures.
One square equals 5 feet

UR-PRIEST

Ur-priests despise gods. However, a small number of them have learned to tap into divine power and use it for their own needs without praying to or worshiping a deity. Instead, each day they go into a trance and mentally steal the power that gods normally channel to devout clerics. Ur-priests are canny and cunning, never stealing too much power from any one deity, but instead metaphysically slip in, draw out the power they need for their spells, and slip out again. They learn to be resilient toward divine power and creative with the energies that they steal. The greatest ur-priest commands the level of power of the most powerful cleric, although he does not have the cleric's variety of spellcasting options.

A member of any class can become an ur-priest, even—and in fact, especially—an ex-cleric.

Ur-priests frequently work alone, although they occasionally find partnerships with members of other classes useful. They do not congregate into anything resembling temples, for they fear that too many of them in one place might draw unwanted divine attention. And of course they rarely associate with clerics or any other divine spellcasters, whom they see as lackeys and who view them as abominations.

Adaptation: This prestige class is written to describe characters who steal divine power from the gods and use it themselves. It's also a good choice, however, for ex-clerics of gods who've somehow lost their connection to their deity (because the deity died, disappeared, or faded from existence because he had too few worshipers). Secret societies of ur-priests could exist for the express purpose of elevating (or reelevating) someone or something to godhood.

Hit Die: d8.

REQUIREMENTS

To qualify to become an ur-priest, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Save Bonus: Fort +3, Will +3.

Skills: Bluff 6 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feats: Iron Will, Spell Focus (evil).

Special: The character must have no ability to cast divine spells. If such spellcasting ability was previously possessed (as with an ex-cleric), that ability is forever forsaken.

The character must be trained by another ur-priest.

CLASS SKILLS

The ur-priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the ur-priest prestige class.

Weapon and Armor Proficiency: Ur-priests are proficient with simple weapons, but not with armor or shields.

Spells per Day: An ur-priest gains the ability to cast a number of divine spells. To cast a spell, an ur-priest must have a Wisdom score of at least 10 + the spell's level, so an ur-priest with a Wisdom of 10 or lower cannot cast these spells. Ur-priest bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When Table 2–23 indicates that the ur-priest gets 0 spells per day of a given spell level, such as 0 2nd-level spells at 2nd level, the ur-priest gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

The ur-priest spell list is identical to the cleric spell list. An ur-priest has access to any spell on the list and prepares those spells as a cleric, except that he does not pray for spells, he just takes them. An ur-priest casts spells as a cleric does, except that unlike a cleric, he does not have the ability to spontaneously cast *cure* or *inflict* spells, nor does he have domain spells or associated domain granted powers. He does not have restrictions on spells with alignments. To determine the caster level of an ur-priest, add the character's ur-priest levels to one-half of his levels in other spellcasting classes. (Any levels gained in the cleric class by an ex-cleric don't count.)

Table 2–23: The Ur-Priest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	—	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Rebuke undead	5	3	0	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	—	5	3	1	0	—	—	—	—	—	—
4th	+3	+1	+1	+4	Divine spell resistance 15	6	3	2	1	0	—	—	—	—	—
5th	+3	+1	+1	+4	—	6	3	3	2	1	0	—	—	—	—
6th	+4	+2	+2	+5	Siphon spell power	6	3	3	3	2	1	0	—	—	—
7th	+5	+2	+2	+5	—	6	4	3	3	3	2	1	0	—	—
8th	+6	+2	+2	+6	Divine spell resistance 20	6	4	4	3	3	3	2	1	0	—
9th	+6	+3	+3	+6	—	6	5	4	4	4	4	3	2	1	0
10th	+7	+3	+3	+7	Steal spell-like ability	6	5	5	4	4	4	4	3	2	1

Rebuke Undead: Like an evil cleric, an ur-priest of 2nd level or higher can rebuke undead. He uses his ur-priest level as the cleric level for determining success and damage (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*).

Divine Spell Resistance (Su): At 4th level, an ur-priest gains spell resistance 15, but only against divine spells and the spell-like abilities of outsiders. At 8th level, the ur-priest's spell resistance increases to 20.

Siphon Spell Power (Ex): Because they steal whatever power they can, ur-priests learn to manipulate their energy in ways that confound other casters. An ur-priest of 6th level or higher can temporarily sacrifice two (or more) lower-level spell slots and use those slots to prepare a higher-level spell. The higher-level spell must be of a level the ur-priest can cast. Only one exchange of this sort can be made each day. The levels of the lower-level slots are totaled, then reduced to three-quarters (round down) to determine the level of the extra higher-level spell slot. For example, an ur-priest who sacrifices a 3rd-level spell and a 5th-level spell can use that spell slot to prepare an additional 6th-level spell (3 + 5 = 8, and 8 × 3/4 = 6).

Steal Spell-Like Ability (Su): The most powerful ur-priests can use the same techniques that siphon off the gods' spell power to steal the spell-like abilities of another creature. Once each day, when a creature with spell-like abilities is within 50 feet of a 10th-level ur-priest, the ur-priest can choose one of the spell-like abilities of the creature to steal for himself. The ur-priest can use the spell-like ability as often as the creature can, or three times per day, whichever is less. The ur-priest uses the ability as the creature does with regard to caster level and save DCs. This ability only lasts 24 hours. The creature with the spell-like ability does not lose the ability when the ur-priest steals it. If an ur-priest tries to steal a spell-like ability that the creature doesn't have, or tries to steal an ability that is supernatural rather than spell-like, the attempt automatically fails.

For example, if an ur-priest is near a noble salamander, he can steal *fireball* and use it three times that day or steal *dispel magic* and use it once that day. If he is near a pit fiend, he could steal *teleport without error* (self plus 50 pounds of objects only) and use it three times per day, because the pit fiend can do it at will. He could even steal the pit fiend's *wish* ability, but because a pit fiend can only use *wish* once per year, the ur-priest would be similarly limited. He could not steal that power again from any creature for one year.

Malsaern the Enlightened, an ur-priest

SAMPLE UR-PRIEST

Malsaern the Enlightened: Male human cleric 4/rogue 1/ur-priest 4: CR 9; Medium humanoid; HD 4d8+4 plus 1d6+1 plus 4d8+1; hp 48; Init +0; Spd 20 ft.; AC 24, touch 11, flat-footed 24; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, +1 *morningstar*); Full Atk +9/+4 melee (1d8+3, +1 *morningstar*); SA rebuke undead 2/day (+1, 2d6+7, 8th), sneak attack +1d6, spells; SQ divine spell resistance 20, trapfinding; AL LE; SV Fort +6, Ref +4, Will +14; Str 12, Dex 10, Con 13, Int 12, Wis 19, Cha 8.

Skills and Feats: Bluff +5, Knowledge (arcana) +8, Knowledge (the planes) +8, Knowledge (religion) +9, Spellcraft +9; Divine Spell Power*, Greater Spell Penetration, Spell Focus (evil), Spell Penetration, Weapon Focus (morningstar).

* New feat described in Chapter 3.

Sneak Attack (Ex): An extra 1d6 points of damage against flat-footed opponents within 30 feet, or against targets Malsaern is flanking. Creatures without discernible anatomies or that are immune to critical hits are immune to sneak attacks.

Trapfinding (Ex): Malsaern can use a Search check to locate a trap when the task has a DC higher than 20.

Possessions: Amulet of natural armor +1, +2 full plate, +2 light steel shield, ring of protection +1, +1 morningstar, periapt of Wisdom +2, 500 gp.

Ur-Priest Spells Prepared (6/4/3/2/1; save DC 14 + spell level): 0—*detect magic* (3), *light* (2), *read magic*; 1st—*bless, cure light wounds, divine favor, cure light wounds, shield of faith*;

Illus. by T. Baxa

2nd—*bear's endurance, cure moderate wounds, wave of grief*[E]; 3rd—*dispel magic, wrack*[E]; 4th—*divine power.*

[E] Evil spell (save DC 15 + spell level).

VOID DISCIPLE

Of all the elemental forces that make up the universe, the most powerful and the most difficult to control is the one that lies between and joins the others: void. Void disciples understand that everything in the world contains *all* the basic elements, held together by the least tangible essence. Void is like the silence between notes of music, giving rhythm and shape to the whole. To those who understand the relationship of void to all other things, and who have the innate ability to personally perceive that relationship, distance and form become inconsequential.

Void disciples begin their training as spellcasters, and they continue to gain spellcasting ability as they rise in level. They are generally students of a particular school or adherents to particular faith or philosophy.

Like other spellcasters, NPC void disciples play the role of wise elders or keepers of religious teachings and legends. Those who have mastered the path of void are charged with the task of listening across the world's underlying stream of void for the births of those who have an innate affinity for void, and supervising the training of these individuals as they mature.

Adaptation: The void disciple prestige class represents a wise master if not an outright hermit, so it's a good choice for more solitary characters. Any group of void disciples is likely to be far-flung—and given their ability to scry on one another, distance poses less of an organizational problem than it otherwise would.

Hit Die: d6.

REQUIREMENTS

To qualify to become a void disciple, a character must fulfill all the following criteria.

Alignment: Any neutral.

Skill: Spellcraft 10 ranks.

Feats: Heighten Spell, Spell Penetration.

Spells: Able to cast 3rd-level arcane or divine spells.

CLASS SKILLS

The void disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the void disciple.

Weapon and Armor Proficiency: Void disciples gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A void disciple continues her magical training while mastering the powers of void. At 2nd, 4th, 5th, 6th, 8th, 10th, 11th, and 12th level, the character gains new spells per day (and spells known, if applicable) as if he had also gained one level in a previous spellcasting class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class in which he could cast 3rd-level spells before becoming a void disciple, the player must decide to which class to add each void disciple level for the purpose of determining spells per day and spells known.

Sense Void (Su): The first technique taught to the void disciple is the ability to reach out with the mind and sense the world around, exploring the unseen layer of reality most people rarely experience. The void disciple's consciousness actually departs his body and extends into the world, allowing him to use his normal senses (sight, hearing, touch, taste, smell) to perceive whatever area, person, or thing he directs her attention to. The void disciple must make a Spellcraft check, with the DC determined by distance, not familiarity.

Table 2–24: The Void Disciple

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Sense Void (physical senses, 1/day)	
2nd	+1	+0	+0	+3	—	+1 level of existing class
3rd	+1	+1	+1	+3	Sense Void (2/day)	
4th	+2	+1	+1	+4	Moment of clarity (2/day)	+1 level of existing class
5th	+2	+1	+1	+4	Sense Void (magical senses, 3/day)	+1 level of existing class
6th	+3	+2	+2	+5	—	+1 level of existing class
7th	+3	+2	+2	+5	Altering the course, sense void (4/day)	
8th	+4	+2	+2	+6	Moment of clarity (3/day)	+1 level of existing class
9th	+4	+3	+3	+6	Sense Void (empathic senses, 5/day)	
10th	+5	+3	+3	+7	Void release	+1 level of existing class
11th	+5	+3	+3	+7	Sense Void (6/day)	+1 level of existing class
12th	+6	+4	+4	+8	Void suppression, moment of clarity (4/day)	+1 level of existing class
13th	+6	+4	+4	+8	Sense Void (mental senses, 7/day), Void strike	

Distance	DC
Line of sight	5
Up to 1 mile (same village)	10
Up to 10 miles (same province)	15
Up to 100 miles (same clan's territory)	20
Up to 1,000 miles (another clan's territory)	25

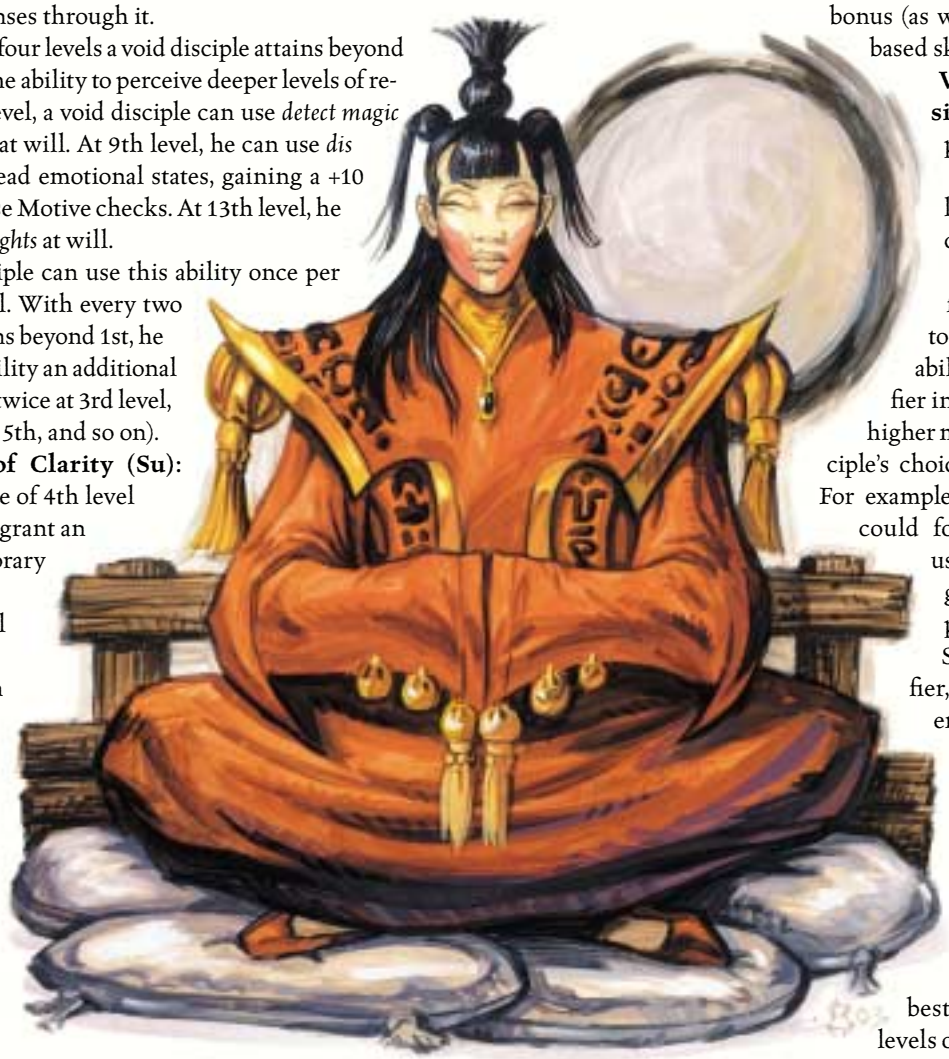
A void disciple cannot sense across planar boundaries. Thus, a void disciple standing on one side of a *gate* could not extend her senses through it.

With every four levels a void disciple attains beyond 1st, he gains the ability to perceive deeper levels of reality. At 5th level, a void disciple can use *detect magic* and *detect evil* at will. At 9th level, he can use *discern lies* and read emotional states, gaining a +10 bonus on Sense Motive checks. At 13th level, he can *detect thoughts* at will.

A void disciple can use this ability once per day at 1st level. With every two levels he attains beyond 1st, he can use the ability an additional time per day (twice at 3rd level, three times at 5th, and so on).

Moment of Clarity (Su): A void disciple of 4th level or higher can grant an ally the temporary ability to perform any skill or feat (with the exception of ancestor feats). The void disciple must use a standard action to touch the target. The target gains either one feat or a number of ranks in one skill equal to his relevant ability modifier for that skill. For example, a character with Dexterity 14 could gain 2 ranks in Ride, for a total skill modifier of +4. The effect lasts for 1 round per level of the void disciple. The void disciple can use this supernatural ability twice per day at 4th level, plus an additional use for every four additional levels he attains.

Altering the Course (Su): Once per day, a void disciple of 7th level or higher can add a +20 bonus on any single attack roll, skill check, or ability check he makes. He cannot transfer this bonus to another character by any means. This supernatural ability requires no action, and lasts only the duration of the single check.



Pariana Brezzin, a void disciple

Void Release (Su): Three times per day, a void disciple of 10th level or higher can touch an ally, allowing that character to use his highest ability score modifier in place of any one lower modifier (target's choice) for a number of rounds equal to half the void disciple's level. For example, a severely wounded fighter could use his high Strength modifier in place of his low Dexterity modifier for a few rounds, increasing his Armor Class, Reflex save bonus, and ranged attack bonus (as well as Dexterity-based skills).

Void Suppression (Su): Once per day, a void disciple of 12th level or higher can make a melee touch attack to force the target to use his lowest ability score modifier in place of any one higher modifier (void disciple's choice) for 5 rounds. For example, a void disciple could force an ogre to use his low Intelligence modifier in place of his high Strength modifier, severely weakening the brute's physical blows.

Void Strike (Su): Once per day, a 13th-level void disciple can make a melee touch attack to bestow 1d4 negative levels on the target. The void disciple gains 5 temporary hit points for each negative level he bestows. If the target has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature a –1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his highest available level. Negative levels stack. Assuming the target survives, he regains lost levels after 13 hours pass. This ability relies on the void disciple's mastery of void, not negative energy, so it cannot be used to benefit undead.

Illus. by T. Baxa

SAMPLE VOID DISCIPLE

Pariana Brezzin: Female human wizard 7/void disciple 3; CR 10; Medium humanoid; HD 7d4+14 plus 3d6+6; hp 48; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 12; Base Atk +4; Grp +3; Atk +4 melee (1d4–1, dagger) or +7 ranged (1d4–1, dagger); SA spells; SQ familiar, familiar benefits, sense void; AL LN; SV Fort +6, Ref +6, Will +9; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 12.

Skills and Feats: Concentration +15, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (the planes) +12, Knowledge (religion) +17, Listen +0*, Spellcraft +17, Spot +0*; Combat Casting, Greater Spell Penetration, Heighten Spell, Improved Familiar, Scribe Scroll[B], Spell Penetration.

Familiar: Pariana's familiar is a formian worker named Grzz'x. The familiar uses the better of its own and Pariana's base save bonuses. The creature's abilities and characteristics are summarized below.

Grzz'x, Formian Worker Familiar: CR—; Small outsider (lawful, extraplanar); HD 7; hp 24; Init +2; Spd 40 ft.; AC 21, touch 13, flat-footed 19; Base Atk +1; Grp –2; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); SQ darkvision 60 ft.; deliver touch spells, improved evasion, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, speak with master, granted abilities; AL LN; Save Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +10, Craft (woodworking) +5; Skill Focus (Craft [woodworking]).

Deliver Touch Spells (Su): Grzz'x can deliver touch spells for Pariana (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Grzz'x takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Speak with Master (Ex): Grzz'x can communicate verbally with Pariana. Other creatures do not understand the communication without magical help.

Familiar Benefits: Pariana gains special benefits from having a familiar.

Alertness (Ex): *Grzz'x grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Pariana can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Pariana may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell a target of "You" on her familiar.

Sense Void (Su): Twice per day, Pariana can reach out with her mind and sense the world around, exploring the unseen layer of reality most people rarely experience. Her consciousness actually departs her body and extends into the world, allowing her to use her normal senses (sight, hearing, touch, taste, smell) to perceive whatever area, person, or thing she directs her attention to. Pariana must make a Spellcraft check, with the DC determined by distance.

Distance	DC
Line of sight	5
Up to 1 mile (same village)	10
Up to 10 miles (same province)	15
Up to 100 miles (same clan's territory)	20
Up to 1,000 miles (another clan's territory)	25

Possessions: Ring of protection +2, cloak of resistance +1, amulet of natural armor +1, masterwork dagger, *headband of intellect* +2, 700 gp

Wizard Spells Prepared: (4/5/4/4/3; save DC 14 + spell level): 0—*detect magic* (2), *light, read magic;* 1st—*charm person, mage armor, magic missile* (2), *shield;* 2nd—*mirror image, scorching ray* (2), *see invisibility;* 3rd—*dispel magic, fireball* (2), *hold person;* 4th—*charm monster, dimension door, greater invisibility.*

Spellbook: 0—all; 1st—*charm person, identify, mage armor, magic missile, ray of enfeeblement, shield;* 2nd—*mirror image, rope trick, scorching ray, see invisibility;* 3rd—*dispel magic, fireball, haste, hold person;* 4th—*dimension door, charm monster, greater invisibility, polymorph.*

WARPRIEST

Warpriests are fierce, earthy clerics who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying military history or tactics. Warpriests tend to have the more extroverted characteristics associated with their deities. Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations. They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

Adaptation: This prestige class is designed to represent the cleric who leads large numbers of troops into battle. Accordingly, members of the class are likely to be part of a military organization. It's probable, though not strictly necessary, that the followers are also members of the same faith as the warpriest.

Hit Die: d10.

REQUIREMENTS

To qualify to become a warpriest, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Table 2–24: The Warpriest

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Bonus domain, rally, turn or rebuke undead	—
2nd	+2	+3	+0	+0	Inflame +2	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	*Mass cure light wounds*	—
4th	+4	+4	+1	+1	Inflame +4	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	Fear aura	—
6th	+6	+5	+2	+2	*Heroes' feast,* inflame +6	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+2	Haste	—
8th	+8	+6	+2	+2		+1 level of existing divine spellcasting class
9th	+9	+6	+3	+3	*Mass heal*	—
10th	+10	+7	+3	+3	Implacable foe, inflame +8	+1 level of existing divine spellcasting class

Skills: Diplomacy 8 ranks, Sense Motive 5 ranks.

Feat: Combat Casting.

Spells: Able to cast at least one divine spell from one of the following domains' spell lists: Destruction, Protection, Strength, or War. A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to turn or rebuke undead.

CLASS SKILLS

The warpriest class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

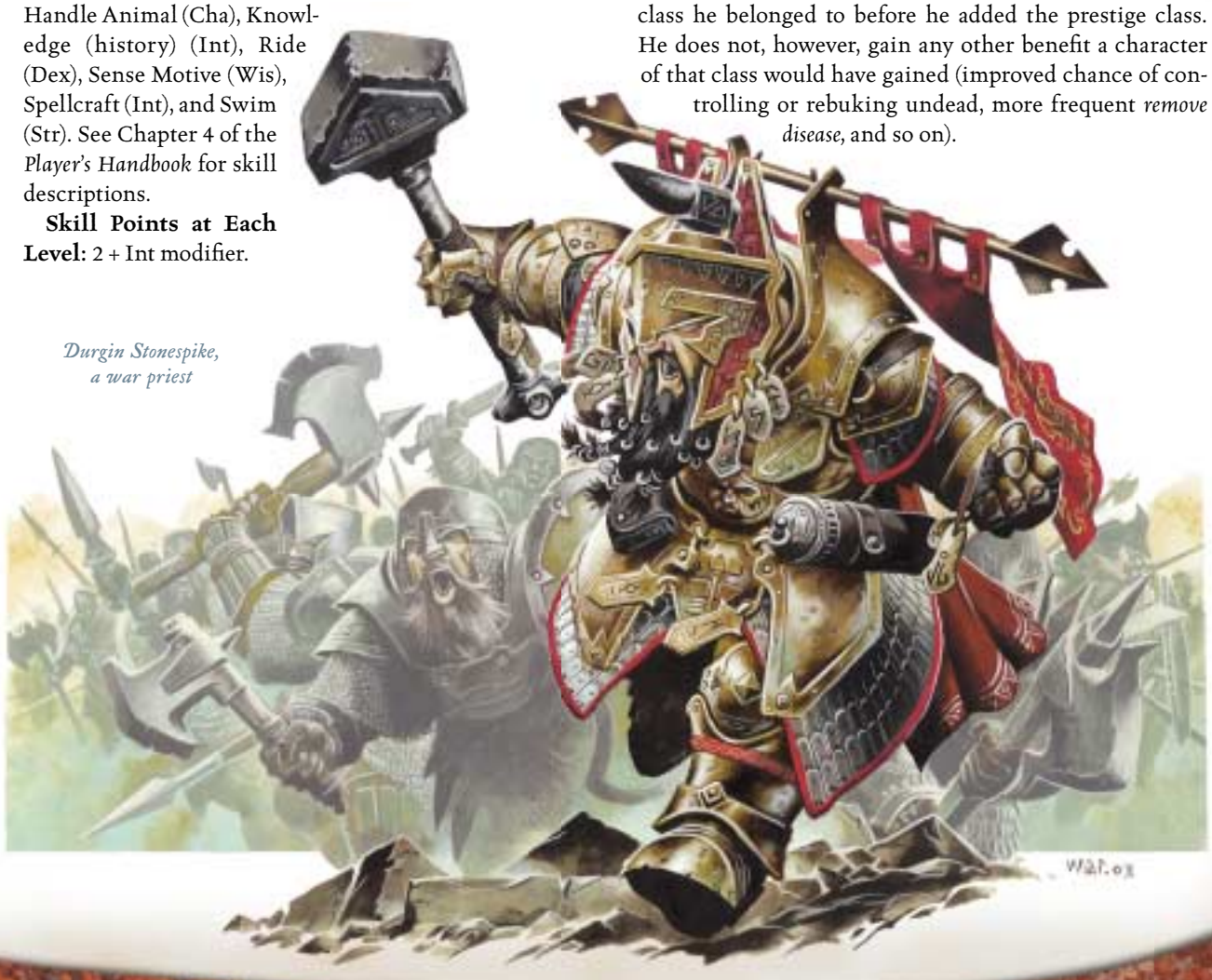
Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields).

Spells per Day/Spells Known: A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease,* and so on).



Durgin Stonespike, a war priest

Illus. by W. Reynolds

For example, an 8th-level cleric/2nd-level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric/3rd-level warpriest, his number of divine spells per day does not change; but when he improves his warpriest level to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Rally (Ex): A warpriest who currently is not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 at each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains the bonus.

***Mass Cure Light Wounds* (Sp):** Starting at 3rd level, a warpriest can use *mass cure light wounds* once per day as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Fear Aura (Su): Once per day starting at 5th level, a warpriest can emanate a fear aura in a 20-foot radius for 1 round per level. Foes must make a Will save (DC 10 + warpriest's class level + warpriest's Cha modifier) or be affected as if by a *fear* spell.

***Heroes' Feast* (Sp):** Once per day, a warpriest of 6th level or higher can use *heroes' feast* as a spell-like ability.

***Haste* (Sp):** At 7th level, a warpriest gains the ability to use *haste* three times per day as a spell-like ability.

***Mass Heal* (Sp):** Once per day, a warpriest of 9th level or higher can use *mass heal* as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Implacable Foe (Su): At 10th level, a warpriest can channel positive (or negative) energy to keep allies fighting even after suffering mortal wounds. Activating this ability requires only a move action, but the warpriest must concentrate to maintain it each round after that.

While active, the warpriest emanates an aura with a 100-foot radius. Allies within the radius may ignore the effects of being reduced to 0 or less hp. However, any creature reduced to –20 hp dies immediately. When the effect ends, or if a creature moves more than 100 feet from the warpriest, the normal effects of the damage apply immediately.

If the warpriest normally turns undead, this ability affects living allies. If the warpriest normally rebukes undead, this ability affects undead allies.

SAMPLE WARPRIEST

Durgen Stonespike: Male dwarf cleric 7/warpriest 4: CR 11; Medium humanoid; HD 7d8+21 plus 4d10+12; hp 82; Init +0; Spd 20 ft.; AC 25, touch 11, flat-footed 25; Base Atk +10; Grp +12; Atk +14 melee (1d8+3/×3, +1 *warhammer*); Full Atk +14/+9 melee (1d8+3/×3, +1 *warhammer*); SA spells, turn undead 2/day (–1, 2d6+10, 11th); SQ inflame, *mass cure light wounds*, rally; AL LG; SV Fort +13, Ref +4, Will +11; Str 14, Dex 10, Con 16, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +16, Diplomacy +13, Sense Motive +13; Combat Casting, Glorious Weapons*, Practiced Spellcaster, Weapon Focus (warhammer).

*New feat described in Chapter 3.

Rally (Ex): As long as Durgen is not suffering from a fear effect, he can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear Durgen are allowed another saving throw against the fear effect, with a +4 morale bonus.

Inflame (Ex): As a full-round action, Durgen can inflame the passions of his allies. All who can hear him gain a +4 morale bonus on saving throws against any charm or fear effect. This effect lasts for 5 minutes after the speech ends, plus 4 minutes. Durgen also gains the bonus.

***Mass Cure Light Wounds* (Sp):** Once per day, Durgen can use *mass cure light wounds* as a spell-like ability. Caster level 11th.

Possessions: +2 full plate, +1 heavy steel shield, +1 warhammer, periapt of wisdom +2, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, 250 gp.

Cleric Spells Prepared (6/6/6/5/4/2; save DC 14 + spell level; caster level 11th): 0—*detect magic* (2), *guidance, light, read magic* (2); 1st—*bless, detect evil, divine favor* (2), *protection from evil*[D], *shield of faith;* 2nd—*bear's endurance, bless weapon*[D], *bull's strength, hold person, lesser restoration, silence;* 3rd—*dispel magic, magic vestment, searing light, searing light*[D], *wind wall;* 4th—*air walk, divine power, holy smite*[D], *greater magic weapon;* 5th—*holy weapon*[D], *righteous might.*

[D] Domain spell. *Domains:* Glory (turn checks at +2 bonus; +1d6 turning damage), Good (cast good spells at +1 caster level), Protection (protective ward grants +7 resistance bonus on next save, 1/day).

Illus. by Scott Roller

Many characters use feats to expand upon their connections to the divine. The feats and variant rules in this chapter provide options for characters of all classes. The chapter concludes with a section about epic-level divine characters that presents some epic feats and discusses how to make an epic-level versions of prestige classes, such as those described in Chapter 2.

FEATS

The following feats supplement those found in the *Player's Handbook*.

DIVINE FEATS

In keeping with the idea of expanding the options of all classes, the feats in this category share characteristics that make them unavailable to single-class fighters. First, they all have as a prerequisite the ability to turn or rebuke undead. Thus, they are open to clerics, paladins of 3rd level or higher, and a member of any prestige class or any creature that has that ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs a character a minimum of one turn or rebuke attempt from her number of attempts each day. If you don't have any turn or rebuke attempts left, you can't use a divine feat. Turning or rebuking undead is a standard action (unless you have a special ability that says otherwise). These feats often take a standard action to activate, but may require other types of actions as specified. Regardless, you may activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations may allow you the benefits of more than one divine feat at a time.

Third, turning or rebuking undead is a supernatural ability and a standard action that does not provoke an attack of opportunity and counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke an attack of opportunity unless otherwise specified in the feat description. Activating a divine feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Improved Smiting, for example, adds 1d6 points of damage to a smite attack, but does not directly deal damage to an opponent upon its activation. It is not itself an attack.

Paladins in particular should consider these feats. Because the paladin's turning ability remains behind the cleric's throughout the paladin's

Table 3–1: Feats

General Feats	Prerequisites	Benefit
Arcane Disciple	Knowledge (religion) 4 ranks, Spellcraft 4 ranks, deity's alignment	Add spells from a domain to your class list
Augment Healing	Heal 4 ranks	Healing spells do +2 per spell level
Domain Focus	Access to relevant domain	+1 caster levels for one domain
Empower Turning	Ability to turn or rebuke undead	Can turn more undead
Improved Smiting	Cha 13, smite ability	Your smite gains an alignment for overcoming DR and +1d6 damage
Practiced Spellcaster	Spellcraft 4 ranks	Your caster level is +4 but not above your HD
Quicken Turning	Ability to turn or rebuke undead	Can turn undead as a free action
Spell Focus (Chaos, Evil, Good, Law)	Relevant alignment	+1 bonus on save DCs for spells with alignment descriptor
Spontaneous Healer	Knowledge (religion) 4 ranks, nonevil	Swap out your spells for *cure* spells on your list
Spontaneous Summoner	Knowledge (nature) 4 ranks, partly neutral alignment	Swap out your spells for *summon nature's ally*
Spontaneous Wounder	Knowledge (religion) 4 ranks, nongood	Swap out your spells for *inflict* spells on your list

Divine Feats	Prerequisites	Benefit
Disciple of the Sun	Ability to turn or rebuke undead, good alignment	Spend an extra turn attempt to destroy undead instead of turning them
Divine Metamagic	Ability to turn or rebuke undead	Spend turn/rebuke attempts to enhance spells with a metamagic feat
Divine Spell Power	Ability to turn or rebuke undead	Spend turn/rebuke attempts to increase your caster level
Glorious Weapons	Ability to turn or rebuke undead	Allies' weapons gain an alignment for overcoming DR
Domain Spontaneity	Ability to turn or rebuke undead	Spend turn/rebuke attempt to spontaneously cast a domain spell
Elemental Smiting	Ability to turn/rebuke elementals	Spend turn/rebuke attempt to smite an elemental
Elemental Healing	Ability to turn/rebuke elementals	Spend turn/rebuke attempt to heal nearby elementals
Profane Boost	Ability to turn/rebuke undead	Nearby *inflict* spells are maximized for 1 round
Sacred Boost	Ability to turn/rebuke undead	Nearby *cure* spells are maximized for 1 round
Sacred Healing	Heal 8 ranks, ability to turn/rebuke undead	Allies gain fast healing 3 for a short time
True Believer	Worship one deity, alignment within one step of deity's	Gain a +3 bonus on one save each day

Item Creation Feats	Prerequisites	Benefit
Sanctify Relic	Any other item creation feat, caster level 7th	Make magic items with a divine connection

Metamagic Feats	Prerequisites	Benefit
Consecrate Spell	Any good alignment	Spell gains the good descriptor
Corrupt Spell	Any evil alignment	Spell gains the evil descriptor
Rapid Spell	—	Decrease casting time of some spells
Reach Spell	—	Touch spell becomes a ray with 30-ft. range
Transdimensional Spell	—	Affect incorporeal, ethereal and shadow creatures

Wild Feats	Prerequisites	Benefit
Boar's Ferocity	Ability to use wild shape	Fight while at negative hit points
Cheetah's Speed	Ability to use wild shape	Speed becomes 50 ft. for 1 hour
Eagle's Wings	Ability to use wild shape	Grow wings for 1 hour
Elephant's Hide	Ability to wild shape into Large creature	Gain +7 natural armor bonus for 10 minutes
Extra Wild Shape	Ability to use wild shape	Gain two additional wild shape uses per day
Fast Wild Shape	Ability to use wild shape	Wild shape as a move equivalent action
Grizzly's Claws	Ability to use wild shape	Gain claws for 1 hour
Lion's Pounce	Ability to use wild shape	Make a full attack on a charge
Oaken Resilience	Ability to use wild shape	Become like a tree and gain plants immunities
Serpent's Venom	Ability to use wild shape	Gain a poisonous bite attack for 1 minute
Swim like a Fish	Ability to use wild shape	Swim underwater for 1 hour
Wolverine's Rage	Ability to use wild shape	Enter a rage for 5 rounds

career, a paladin who chooses one or two divine feats has more options than just turning undead.

WILD FEATS

All wild feats have as a prerequisite the wild shape ability. Thus, they are open to druids of 5th level or higher, as well as any character who has gained the wild shape ability from a prestige class or other source.

Each use of a wild feat generally costs you one daily use of your wild shape ability. If you don't have any uses of wild shape left, you can't use a wild feat. Unless otherwise noted, changing form with wild shape or activating a wild feat is a standard action. You may only use the wild shape ability to change form or activate one wild feat per round, though overlapping durations may allow you the benefits of more than one wild feat at a time.

Activating a wild feat is a supernatural ability and does not provoke an attack of opportunity unless otherwise specified in the feat description. Activating a wild feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Grizzly's Claws, for example, gives you claw attacks, but the feat does not directly deal damage to an opponent upon its activation. It is not itself an attack.

ARCANE DISCIPLE [GENERAL]

Choose a deity, and then select a domain available to clerics of that deity. You can learn to cast the spells associated with that domain as arcane spells.

Prerequisites: Knowledge (religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.

Benefit: Add the chosen domain's spells to your class list of arcane spells. If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to. Once chosen, this decision cannot be changed for that feat.

You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determining the save DC for the spell. In addition, you must have a Wisdom score equal to 10 + the spell's level in order to prepare or cast a spell gained from this feat.

Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domains spells of each level.

Special: You can take this feat more than once. Each time, you must select a different domain available to the same deity you chose the first time you selected the feat. For example, a character that chose Heironeous and the Good domain with his first selection could choose Law or War with successive selections of the same feat. He couldn't choose Protection, since that domain isn't available to clerics of Heironeous.

AUGMENT HEALING [GENERAL]

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, + 4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

BOAR'S FEROCITY [WILD]

You can continue fighting even at the brink of death.

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to –1 to –9 hp, you are dying and drop unconscious.

CHEETAH'S SPEED [WILD]

You can run with the speed of the cheetah.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to change your base land speed to 50 feet. You may also sprint as a cheetah: Once per hour you may move 10 times your normal speed as part of a charge. This effect lasts for one hour.

CONSECRATE SPELL [METAMAGIC]

You can imbue your spells with the raw energy of good.

Prerequisite: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. For example, a consecrated *fire storm* spell cast by a 16th-level cleric deals 16d6 points of damage, half of which is fire damage and half of which is sheer divine power. Thus, creatures immune to fire still take damage. The consecrated spell uses up a spell slot one level higher than the spell's actual level.

CORRUPT SPELL [METAMAGIC]

You can transform one of your spells into an evil version of itself.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the

damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

DISCIPLE OF THE SUN [DIVINE]

You can destroy undead instead of merely turning them.

Prerequisites: Ability to turn or rebuke undead, good alignment.

Benefit: You may spend two turn undead attempts when you turn undead instead of one. If you do then you get destroy the undead instead of turning them.

DIVINE METAMAGIC [DIVINE]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat applies only to that feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

DIVINE SPELL POWER [DIVINE]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a –1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

DOMAIN FOCUS [GENERAL]

You have mastered the subtle intricacies of the divine power you've devoted yourself to.

Prerequisite: Access to relevant domain.

Benefit: You can cast spells associated with one of your domains at +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration. If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

Special: You can take Domain Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain to which you have access.

DOMAIN SPONTANEITY [DIVINE]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

EAGLE'S WINGS [WILD]

You can take wing and fly with the grace of an eagle.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour.

ELEMENTAL HEALING [DIVINE]

You can channel elemental energy to heal creatures of a specific elemental subtype.

Prerequisite: Ability to rebuke creatures with an elemental subtype.

Benefit: You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60-foot burst. This affects all creatures with an elemental subtype that you could normally rebuke; such creatures are healed of 1d8 points of damage per two cleric levels.

For example, a cleric with the Fire domain could use this feat to heal a fire elemental or any other creature with the fire subtype (since he would normally rebuke creatures with the fire subtype with his domain power).

Special: You may only activate this feat by spending a rebuke attempt that would normally be used to rebuke creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

A corrupted call lightning spell

Illus. by T. Baxa

For example, a cleric with the Fire domain could use this feat to smite a water elemental or any other creature with the water subtype (since he would normally turn creatures with the water subtype with his domain power).

Special: You may only activate this feat by spending a turn attempt that would normally be used to turn creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

ELEPHANT'S HIDE [WILD]

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

EMPOWER TURNING [GENERAL]

You can turn or rebuke more undead with a single turning attempt.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke more undead than usual. After adding your cleric level and Charisma modifier to your turning damage roll multiply it by 1.5.

EXTRA WILD SHAPE [WILD]

You can use wild shape more frequently than you normally could.

Prerequisite: Ability to use wild shape.

Benefit: You use your wild shape ability two more times per day than you otherwise could. If you are able to use wild shape to become an elemental, you also gain one additional elemental wild shape use per day.

Special: You can take this feat multiple times, gaining the same benefit each time.

ELEMENTAL SMITING [DIVINE]

You can channel elemental energy to deal extra damage to creatures tied to a specific element.

Prerequisite: Ability to turn creatures with an elemental subtype.

Benefit: Once per round, you can spend a turn attempt as a free action when making a melee attack. If you successfully strike a creature that you could turn with that turn attempt because of its elemental subtype, you may add a bonus on your damage roll equal to your cleric level. If your attack misses, the turn attempt is lost to no effect.

FAST WILD SHAPE [WILD]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisite: Dex 13, ability to use wild shape.

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

GLORIOUS WEAPONS [DIVINE]

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

GRIZZLY'S CLAWS [WILD]

You can grow claws as sharp as those of a bear.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to gain two primary claw attacks (both at your base attack bonus and adding your Strength bonus). The claws deal piercing and slashing damage equal to a short sword appropriate to your size (1d6 for Medium, or 1d4 for Small). The claws remain for 1 hour.

Special: If you already have a claw attack, this replaces those claws.

IMPROVED SMITING [GENERAL]

Your smite attacks deal more damage to specific foes, and can damage creatures with alignment-based damage reduction.

Prerequisites: Cha 13, smite ability.

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment.

If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets, while a blackguard's smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets.

If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment.

For example, a lawful neutral cleric of St. Cuthbert with the Destruction domain who selected this feat must choose for his smite attacks to be lawfully aligned (and these attacks would deal +1d6 points of damage to chaotic targets). A lawful evil cleric of Hextor with the Destruction domain could choose to have his smite attacks be lawfully or evilly aligned (and these attacks would deal +1d6 points of damage to chaotic targets or to good targets, respectively).

You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed. If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

Special: If you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities, and it is possible to select different alignments for each (as long as the alignments chosen are legal selections). For example, a paladin/cleric with the Destruction domain must choose good for his smite good ability, but could choose law for his smite domain power.

LION'S POUNCE [WILD]

You can deliver a terrible attack at the end of a charge.

Prerequisite: Ability to wild shape.

Benefit: When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge.

Normal: Without this feat, you may only make a single attack after a charge.

OAKEN RESILIENCE [WILD]

You can take on the sturdiness of the mighty oak.

Prerequisite: Ability to wild shape into a plant.

Benefit: You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for 10 minutes.

PRACTICED SPELLCASTER [GENERAL]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

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Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

PROFANE BOOST [DIVINE]

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

QUICKEN TURNING [GENERAL]

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

RAPID SPELL [METAMAGIC]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

SACRED BOOST [DIVINE]

You can channel positive energy to increase the power of *cure wounds* spells cast near you.

Prerequisite: Ability to turn undead.

Benefit: You can spend a turn attempt as standard action to place an aura of positive energy upon each creature within a 60-ft. burst. Any *cure* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

SACRED HEALING [DIVINE]

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst. The fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round).

SANCTIFY RELIC [ITEM CREATION]

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: Relics are magic items—often but not always wondrous items—that rely on a divine connection to a specific deity to function. They are described further in Chapter 4.

SERPENT'S VENOM [WILD]

You can deliver a toxic bite attack reminiscent of the viper.

Prerequisite: Ability to wild shape.

Benefit: You can spend a usage of wild shape to gain a secondary bite attack (at your base attack bonus –5 and adding 1/2 your Strength bonus) that deals bludgeoning, piercing and slashing damage equal to a dagger appropriate to your size (1d4 for Medium, or 1d3 for Small). In addition, the bite delivers a toxic venom (Fortitude save DC 10+ 1/2 your HD + your Con modifier; 1d6 Con/1d6 Con).

Special: If you already have a bite attack, it just gains the toxic venom part of this feat.

SPELL FOCUS (CHAOS, EVIL, GOOD, OR LAW)

Your spells with an alignment descriptor are more potent than normal.

Prerequisite: Relevant alignment.

Benefit: Add +1 to the DC for all saving throws against any of your spells that have an alignment descriptor (chaos, evil, good, or lawful) that matches your alignment. This bonus does not stack with any other bonus from Spell Focus feats.

Special: This feat can be taken twice, choosing a different alignment descriptor each time.

SPONTANEOUS HEALER [GENERAL]

Prerequisites: Knowledge (religion) 4 ranks, nonevil alignment, able to cast any *cure wounds* spell.

Benefit: You can use your spellcasting ability to spontaneously cast *cure* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SPONTANEOUS SUMMONER [GENERAL]

Prerequisites: Wis 13, Knowledge (nature) 4 ranks, any neutral alignment (NG, LN, N, CN, or NE), able to cast any *summon nature's ally* spell.

Benefit: You can spontaneously cast *summon nature's ally* spells (from your class spell list) just as a druid can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SPONTANEOUS WOUNDER [GENERAL]

Prerequisites: Wis 13, Knowledge (religion) 4 ranks, nongood alignment, able to cast any *inflict wounds* spell.

Benefit: You can use your spellcasting ability to spontaneously cast *inflict* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SWIM LIKE A FISH [WILD]

You can breathe and swim underwater with grace.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow gills, enabling you to breathe underwater (while retaining your ability to breathe air). Webbing also grows between your fingers and between your toes, granting you a Swim speed of 40 ft. and a +8 bonus on your Swim checks. The effect lasts for one hour.

TRANSDIMENSIONAL SPELL [METAMAGIC]

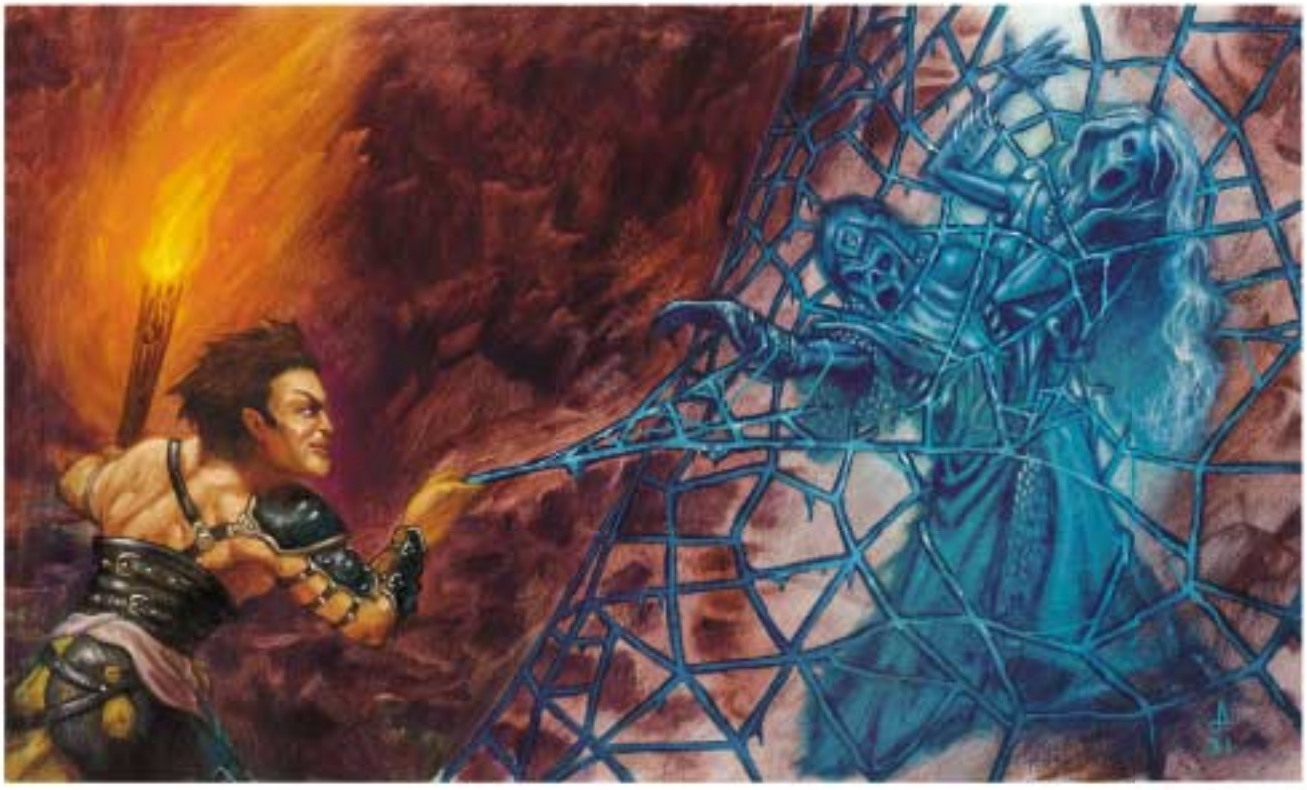
You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.



Transdimensional web spell

Illus. by J. Pavelec

TRUE BELIEVER [GENERAL]

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

WOLVERINE'S RAGE [WILD]

You can fly into a berserk rage when injured.

Prerequisite: Wild shape

Benefit: If you have taken damage during the last round, you may spend a wild shape as a free action on your turn to enter a rage. While in this rage, you gain a +2 bonus to Strength, a +2 bonus to Constitution, and take a –2 penalty to AC. This rage lasts for 5 rounds and cannot be ended voluntarily.

VARIANT: FAITH FEATS

Feats with the faith tag give your character a pool of faith points that you can spend to attain various bonuses and benefits during the game. Unless noted otherwise, you can spend only one faith point per round. Spending a faith point isn't an action—it doesn't even have to be your turn—but whatever you're doing with the faith point might be an action. If so, it's described as such in the feat description.

Faith feats impose significant constraints on character behavior, and they rely on DM judgment calls. Thus they may not be appropriate for every campaign.

Faith Feats	Prerequisites	Benefit
Pious Defense*	Knowledge (religion) 2 ranks	Spend faith point to avoid deadly damage
Pious Soul*	Knowledge (religion) 2 ranks	Spend faith point to gain +1d6 on attack, save, or check
Pious Spellsurge*	Knowledge (religion) 4 ranks	Spend faith points to improve a spell you cast

Getting More Faith Points: When you perform deeds that advance the cause of the religion or philosophy you espouse, you earn more faith points. The DM awards faith points based on the magnitude of the deed and how well your character is "walking the walk."

As a rough guide, your character should probably earn (5 + one-half your character level) faith points per level. These earnings can vary widely; some adventures involve matters critical to your faith, while others involve more secular dangers and dilemmas.

The DM is the arbiter of how many faith points you'll earn (usually at the end of the session, although the DM can also award them on the spot). The following table gives some example faith point awards.

Table 3–2: Faith Point Awards

Circumstance	Award
Demonstrate faith to NPCs or PCs *Examples:* Proselytizing to others, swearing an oath by your deity, using a religious chant or scripture reference.	1 per session
Resolve significant moral/ethical dilemma in accordance with religion or philosophy *Examples:* Dealing with captured foes, breaking or obeying city's laws, choosing between two otherwise equivalent courses of action.	1
Achieve minor quest for your religion or philosophy *Examples:* Restore blight damage in major forest (Ehlonna), bring traitorous vizier to justice (Heironeous), seize elven glade-village (Gruumsh)	3
Achieve major quest for your religion or philosophy *Examples:* Explore the Valley of the Watchful Ancients (Fharlanghn), Recover lost *mace of implacable vengeance* (St. Cuthbert), create elaborate conspiracy of palace spies (Vecna).	5
Achieve critical quest for your religion or philosophy *Examples:* Establish new homeland for wandering elves (Corellon Larethian), create artifact *spark of the true sun* (Pelor), sack the civilized lands with your humanoid army (Erythnul)	7
Thwart regional rival to your faith *Examples:* Expose minor cult, sack rival temple, defeat NPC whose goals conflict with your faith.	2
Thwart national rival to your faith *Examples:* Stop plot against religious or allied secular leaders, defend nation against invading army, prevent infiltration of hostile monsters	4
Thwart planar rival to your faith *Examples:* Destroy abhorrent artifact, prevent invasion of hostile outsiders, deny divine ascension to rival NPC	6

Pious Defense [Faith]

Your connection to a greater power sometimes gives you flashes of insight that keep you safe.

Prerequisite: Knowledge (religion) 2 ranks.

Benefit: When you would be reduced to 0 hit points or less by damage, you can spend 1 faith point to take only half damage.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

Pious Soul [Faith]

By adhering to the precepts of your religion or philosophy, you gain an extra edge when you need it most.

Prerequisite: Knowledge (religion) 2 ranks.

Benefit: You can spend a faith point to add 1d6 to your d20 roll on an attack, save, or check—even after you've seen the d20 roll, as long as the DM hasn't announced whether you've succeeded or failed. You can choose to spend more than one faith point at a time in this way.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

Pious Spellsurge [Faith]

You can use the strength of your faith to augment a spell cast at a critical juncture.

Prerequisite: Knowledge (religion) 4 ranks.

Benefit: By spending 2 faith points when you cast a spell, you gain a +1d6 bonus to the DC of any save required to resist the spell or to your caster level for that spell.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

VARIANT TURNING RULES: DESTRUCTION OF THE UNDEAD

Instead of the turn undead rules in the *Player's Handbook*, some DMs might decide to use these turn undead rules. Instead of making undead run and cower, turn attempts deal positive energy damage to all undead within 30 ft. of the cleric. The goal of the system was to have the cleric contribute to the destruction of the undead in a fashion that interacts well with the other characters in the party such as the fighter and wizard. Sometimes when undead are turned they run away and are never seen again, or they are destroyed outright. Other times when undead are turned, there are no effects at all. Some DMs find the range of possibilities too widely varied or too complicated and for those DMs we provide this more consistent, simpler method of dealing with the turning of undead.

Turning undead is a standard action that deals 1d6 damage/cleric level to all undead within 30' of the cleric. The affected undead get a Will save (DC 10+ cleric level + Charisma modifier) for half damage.

Evil clerics (any cleric that can swap out spells for inflict spells) instead heal undead within 30 ft. for 1d6/cleric level. Paladins work just as you would expect, they turn undead as a cleric 3 levels lower.

Undead with turn resistance may subtract that number from the damage that they take from each turn attempt. For example, a vampire with turn resistance 4 takes 4 fewer hit points of damage each time he takes turning damage.

Turn resistance does not reduce the effects of the healing that evil clerics provide with their turn attempts.

When using this ability against incorporeal creatures, you do not have to roll a 50% miss chance; turning hits them automatically.

EPIC DIVINE CHARACTERS

The *Player's Handbook* establishes 20th level as the limit to a character's power and experience. The *Dungeon Master's Guide*, however, provides rules for going beyond that limit to 21st level and onward. Such characters are called epic-level characters and use slightly modified rules to govern their interactions.

This section addresses some issues relevant to epic divine characters, from becoming an epic-level character, to advancing to epic levels in prestige classes, to new epic feats.

BECOMING AN EPIC-LEVEL DIVINE CHARACTER

The passage from everyday hero to epic hero isn't a given fact of life in all games. Every DM has his own opinions about how (or if) to incorporate epic-level characters into the campaign. Assuming that your campaign offers characters the opportunity to achieve 21st level, this section provides some advice for the player and DM of a divinely themed character to use when approaching that point.

BEHIND THE CURTAIN: AWARDING FAITH POINTS

When a PC in your campaign takes a faith feat, the player is essentially entering into an unwritten contract with you. He's agreeing to limit his character's behavior in exchange for faith points. In exchange, you're agreeing to build opportunities for him to advance his cause into your adventures.

The faith point system works best when player and DM talk about it beforehand and have the same expectations.

Player Expectations: The player has the right to expect that most adventures will offer him a chance to earn enough faith points to make his feat choices worthwhile. Furthermore, choosing one or more faith feats shouldn't put characters into a straitjacket. Roleplaying a pious PC doesn't mean roleplaying a monomaniacal zealot who views everything through the window of his deity's dictates. Not every encounter—or even every adventure—should involve some sort of agonizing moral dilemma for the PC.

DM Expectations: The DM should expect a player with a faith feat to generally follow the path of his creed, even when it's inconvenient to do so. Being a faithful worshiper means more than simply writing "Pelor" on a character sheet. While the player should seek out opportunities to advance his cause (and thus earn more faith points), he shouldn't hijack the party to do so. The DM has the right to expect that the pious PC will generally keep his goals and desires in concert with the efforts of the other PCs.

Awarding faith points is really no different that the unspoken agreement all players have with their DM: "make things challenging but not impossible for us, and show us a good time." But because faith feats involve moral and ethical issues, this agreement is sometimes thrown into sharper relief. The faith feats aren't for everyone, but they can enrich the roleplaying experience as long as player and DM respect the goal of fun at the game table.

Illus. by A. Swekel

Many legendary heroes are defined in literature by their strong connections to the divine. In some cases, the connection is a physical one. Both Hercules and Gilgamesh were of divine blood, the semidivine children of the gods themselves. Other examples of the children of deities (usually born of union between deity and mortal) exist in most religions. Such heroes may start out as "more than human," with special powers that mark them as different from those around them, but in other cases, these individuals must undergo great tests or trials to claim their birthright of power. Another common story element in tales about such heroes is the redemptive quest; a hero of divine blood whose great power has led to hubris and an equally great downfall must atone for his wrongs by completing a selfless task of great magnitude.

The connection of other heroes to the divine is a philosophical one, based in great devotion to a holy (or unholy) cause. Sir Galahad's devotion to a holy cause marked him as unique among the Knights of the Round Table. This connection is perhaps simpler to apply to a typical D&D game—most paladins and clerics fall into this category, as does any other character who associates himself strongly with a particular deity or faith. Such characters are marked by their strong devotion to a difficult life-path, which might include celibacy, poverty, or simply unquestioning service to a higher power. These characters might achieve epic levels only after passing one or more great tests of their devotion.

EPIC-LEVEL PRESTIGE-CLASS CHARACTERS

The *Dungeon Master's Guide* has information on advancing the core classes beyond 20th level. You can also advance the class level of a ten-level prestige class beyond 10th level, but only if your character level is already 20th or higher. You cannot advance the class level of a class with fewer than 10 levels beyond the maximum described for that class, regardless of your character level.

When an epic-level character advances a prestige class beyond 10th level, he follows all the rules presented in the *Dungeon Master's Guide*. In addition, you must create an epic-level progression for your prestige class, just as the *Dungeon Master's Guide* presents epic-level progressions for the classes from the *Player's Handbook*. Many, but not all, class features continue to accumulate after 10th level. The following guidelines describe how to create an epic class progression, and are followed by a sample epic progression for the holy liberator prestige class (presented in Chapter 2).

- As noted earlier, your base save bonuses and base attack bonus don't increase after 20th character level. Since you can't achieve 11th level or higher in a prestige class without being at least a 21st-level character, there are no columns for base saves or base attacks for these classes beyond 10th level. Instead, use Table 6–18: Epic Save and Epic Attack Bonuses, page 206 of the *Dungeon Master's Guide*, to determine the character's epic bonus on saving throws and attacks.
- You continue to gain Hit Dice and skill points as normal beyond 10th level.
- Generally speaking, any class feature that uses your class level as part of a mathematical formula, such as a loremaster's lore check, continues to increase as normal by class level. However, any prestige class feature that calculates a save DC using the class level (such as the assassin's death attack) should add only half the character's class levels above 10th. Thus, a 34th-level assassin's death attack would have a DC of 27 + Intelligence modifier (10 + class level up to 10th + 1/2 class levels above 10th). Without this adjustment, the save DC for epic-level character prestige class abilities increases at a much greater rate than those of normal class abilities.
- For spellcasters, your caster level continues to increase after 10th level at the same rate it did during the 10 levels of your prestige class. Thus, a 13th-level loremaster adds 13 to his caster level derived from another class to deter-

BEHIND THE CURTAIN: EPIC LEVELS AND PRESTIGE CLASSES

The epic rules allow you to go beyond the normal level limit in a prestige class, but only if it is a ten-level class. Why can't you add levels to a prestige class with fewer than ten levels?

It's Too Easy: Maxing out a ten-level prestige class takes a lot of time and effort, detracting significantly from your pursuit of the core classes. Even after maxing out a prestige class with only five levels, for instance, you haven't taken more than a short detour from your main class or classes.

It's Not Significant Enough: Characters with ten levels in the blackguard prestige class undoubtedly think of themselves as blackguards, regardless of the fact that they also have ten levels in one or more other classes. If you've taken fewer than ten levels in a prestige class, those levels represent a smaller fraction of your character's identity.

It's Hard to Build an Epic Progression: With only a few levels to guide you, it's hard to determine what an appropriate progression of class features would be for the class. The rate of improvement of a special ability might be too fast to extrapolate over an infinite number of levels, or there might simply be too few class features to build a unique epic progression.

That said, if your DM wants to allow a character to gain epic levels in a prestige class with fewer than ten levels in its progression, that's okay. Work together with your DM to create an epic progression for the class (see the Behind the Curtain: Building An Epic Progression on page 210 of the *Dungeon Master's Guide*).

mine total caster level. However, your spells per day don't increase after caster level 20th.

- The powers of familiars, special mounts, and fiendish servants continue to increase as their masters gain levels, if they're based on a formula that includes the character's level.
- Any class features that increase or accumulate as part of a repeated pattern (such as a the assassin's sneak attack bonus damage) typically also continue to increase or accumulate after 10th level at the same rate. For instance, a 10th-level rogue/15th-level assassin would deal +13d6 damage with a successful sneak attack (+5d6 from rogue levels and +8d6 from assassin levels). An exception to this rule is any bonus feat progression granted as a class feature. If you get bonus feats as part of a class feature (such as the hospitaler), these do not increase with epic levels. Instead, these classes get a new bonus feat progression (which varies from class to class; see below).
- In addition to the class features retained from non-epic levels, each class gains bonus feats at a certain rate (usually every two, three, four, or five levels after 10th). This augments each class's progression of class features, because not all classes otherwise improve class features after 10th level. These bonus feats are in addition to the feat that every character gets every three levels (as per Table 1–2: Experience and Level-Dependent Benefits).
- You don't gain any new class features, because there aren't any new class features described for these levels. Class features with a progression that slows or stops before 10th level and features that have a limited list of options (such as the loremaster's list of secrets) typically do not improve as you gain epic levels. Likewise, class features that are gained only at a single level (such as *detect evil*) do not improve.

Sample Prestige Class Epic Progression: The Epic Holy Liberator

An epic holy liberator displays an incredible devotion to the cause of freedom. His implacable quest to overthrow tyranny shall not be easily thwarted.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Smite Evil (Su): The holy liberator adds his class level to damage with any smite evil attack, as normal. He can smite one additional time per day for every fire levels higher than 10th (4/day at 15th, 5/day at 20th, and so on).

Spells: A holy liberator's caster level is equal to his class level. A holy liberator's number of spells per day does not increase after 10th level.

***Break Enchantment* (Sp):** A holy liberator can use *break enchantment* one additional time per week for every four levels higher than 10th (3/day at 14th, 4/day at 18th, and so on).

***Celestial Companion* (Sp):** A holy liberator's celestial companion continues to increase in power. Once a holy liberator becomes an epic character, at every five levels higher than 20th (25th, 30th, 35th, and so on), the companion gains +2 bonus Hit Dice, its natural armor increases by +1, its Dexterity adjustment increases by +1, and its Intelligence increases by +1. The companion's spell resistance equals the holy liberator's class level +10.

Bonus Feats: An epic holy liberator gains a bonus feat (selected from the list of epic holy liberator feats) every three levels after 10th.

EPIC FEATS

The feats below are only available to epic-level characters; that is, characters of at least 21st level. The versions of the feats listed here supersede any previously published version of the feat by the same name.

Bonus Domain [Epic]

You have access to one additional domain of spells.

Prerequisites: Wis 21, able to cast 9th-level divine spells.

Benefit: Choose an additional domain from your deity's domain list. You now have access to that domain's spells and granted powers as normal for your domain spells.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

Epic Devotion [Epic]

Choose an alignment component (chaos, evil, good, or law) different from your own alignment. You are particularly resistant to spells of that alignment.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics who have the chosen component.

Benefit: You gain a +4 bonus on saves against spells of the chosen alignment component. For instance, a lawful good paladin of Helm who selected "chaos" would gain a +4 bonus on saves against chaotic spells. That paladin could not select "good" or "law" because they are part of her own alignment, nor could he select "evil" because Helm accepts evil clerics.

Special: You can take this feat more than once. Each time you select the feat, select a new alignment component.

Holy Strike [Epic]

Your attacks deal great damage to evil creatures.

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (it deals +2d6 points of damage against creatures of evil alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already a holy weapon). In

addition, the weapon is considered blessed, which means it has special effects on certain creatures.

Magical Beast Wild Shape [Wild] [Epic]

You can wild shape into magical beast form.

Prerequisites: Wis 25, Knowledge (nature) 27 ranks, wild shape 6/day.

Benefit: You can use your normal wild shape ability to take the form of a magical beast. The size limitation is the same as your limitation on animal size. You gain all supernatural abilities of the magical beast whose form you take.

Negative Energy Burst [Divine] [Epic]

You can use your rebuke/command undead ability to unleash a burst of negative energy.

Prerequisites: Cha 25, ability to rebuke or command undead, able to cast *inflict critical wounds*, any evil alignment.

Benefit: You can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-footburst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels 24 hours later is equal to 10 + 1/2 your effective turning level + your Charisma modifier.

Illus. by W. Reynolds

Positive Energy Aura [Epic]

You automatically turn (or even destroy) lesser undead.

Prerequisites: Cha 25, ability to turn undead, able to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of you is automatically affected as if you had turned it. This doesn't cost a turning attempt, and you don't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than your effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than your effective cleric level minus 20). For example, a 22nd-level cleric would automatically turn any nearby wights or wraiths and would automatically destroy any Medium skeletons or zombies that came near him, but would have to turn nightshades and the like normally.

Just as with normal turning, you can't affect undead that have total cover relative to you.

Spectral Strike [Epic]

You can strike incorporeal creatures as if they were solid.

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: Your attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

Undead Mastery [Divine] [Epic]

You can command a greater number of undead than normal.

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: You may command up to ten times your level in HD of undead.

Unholy Strike [Epic]

Your attacks deal great damage to good creatures.

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon you wield is treated as an unholy weapon (it deals +2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already an unholy weapon).

Zone of Animation [Divine] [Epic]

You can channel negative energy to animate undead.

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: You can use a rebuke or command undead attempt to animate corpses within range of your rebuke or command attempt. You animate a total number of HD of undead equal to the number of undead that would be commanded by your result (though you can't animate more undead than there are available corpses within range). You can't animate more undead with any single attempt than the maximum number you can command (including any undead already under your command). These undead are automatically under your command, though your normal limit of commanded undead still applies.

If the corpses are relatively fresh, the animated undead are zombies. Otherwise, they are skeletons.

Illus. by Scott Rolter

The following magic items, which all share a connection with the divine, supplement those found in Chapter 7 of the *Dungeon Master's Guide*.

RELICS

A relic is a magic item—often, but not always, a wondrous item—that functions only when worn or held by a character who believes in the deity to whom the relic is dedicated. That character must devote a measure of spiritual energy to keep open a divine connection between the relic he wields and his deity's power.

The wielder of a relic can establish the divine connection in two ways. Any divine spellcaster such as a cleric, druid, or paladin of the relevant deity can temporarily sacrifice a spell slot of the level specified in the relic's description; the divine spellcaster can't use the spell slot anymore, but he can use the relic. Whenever the cleric or druid prepares spells (or each morning in the case of a spontaneous divine caster such as the favored soul), he decides whether or not he wants to keep the divine connection to the relic active.

Whether they're clerics or not, believers can wield relics if they have the True Believer feat and are high enough character level that if they were a cleric, they would have a spell slot high enough to sacrifice, activating the divine connection to the relic.

For example, Jozan is a 9th-level cleric who finds himself in possession of a *dawnstar* relic. At dawn he can sacrifice a 4th-level spell slot to use the *dawnstar* for the day instead. Or he can prepare a 4th-level spell instead, choosing not to use the magic of the *dawnstar*.

If Alhandra the paladin has the True Believer feat and worships Pelor, she can use the *dawnstar* as long as she's 7th level or higher, because that's the level she'd first have a 4th-level spell slot if she were a cleric or druid. If Jozan had the True Believer feat, he could likewise use the *dawnstar* at 7th level or higher, and he wouldn't have to give up a spell slot to do so.

BUYING AND SELLING RELICS

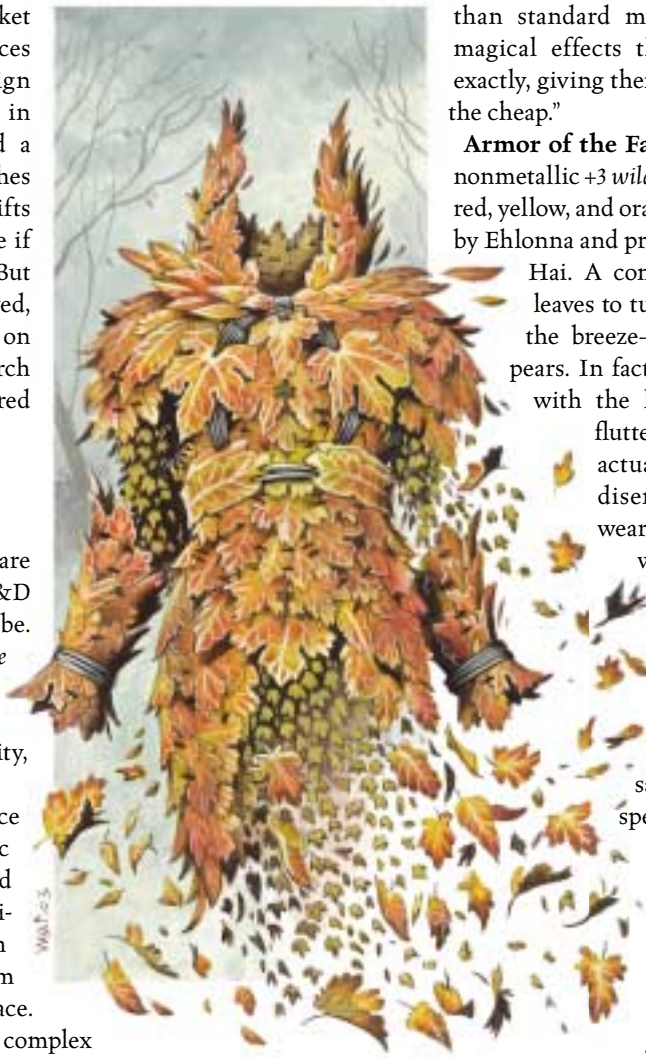
Relics are generally not available for purchase, nor will PCs trying to sell them automatically find a buyer. They are much more rare than other magic items; usually less than a half-dozen copies of each relic exist. Secondly, they're tied so tightly to worship of a particular deity, so only a very few characters can use them.

The descriptions below list market prices for each relic, but those prices are listed to help the DM design appropriate treasure for the NPCs in the campaign—you'll never find a price tag on a relic. Some churches might offer a finder's fee or other gifts equivalent to half the market price if the PCs return a lost relic to them. But such a situation could be role-played, because the deal depends greatly on the relationship between the church and the specific PCs who've acquired the relic.

RELICS IN YOUR CAMPAIGN

The relics in the section below are based on the deities of the core D&D pantheon, but they don't have to be. Moradin's *axe of ancestral virtue* works just as well for a deity of the dwarves you've created yourself—or any warlike but good deity, for that matter.

If you create your own relic, price them like you would any other magic item, but give them a discount based on the spell slot a cleric must sacrifice to use them. A discount worth 400 × spell slot level × minimum cleric level is a good starting place. Relics tend to be somewhat more complex than standard magic items. Many have magical effects that no spell duplicates exactly, giving them the feel of "artifacts on the cheap."



Armor of fallen leaves

Illus. by W. Reynolds

Armor of the Fallen Leaves: This set of nonmetallic *+3 wild full plate armor* is a riot of red, yellow, and orange leaves sewn together by Ehlonna and presented as a gift to Obad-Hai. A command word causes the leaves to turn brown and scatter on the breeze—and the wearer disappears. In fact, the wearer has merged with the leaves, which appear to flutter near the ground but are actually under the wearer's disembodied control. The wearer can move and interact with its environment as if it were under the effect of a *gaseous form* spell for up to 30 minutes.

To use this relic, you must worship Obad-Hai and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Strong transmutation; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *baleful polymorph*, *gaseous form*, creator must

Table 4–1: Relics

Item	Market Price
Spear of retribution (Gruumsh)	14,000 gp
Arrow, raptor (Ehlonna)	14,500 gp
Millennial chainmail (Corellon Larethian)	18,800 gp
Gauntlet of the talon (Bahamut)	20,000 gp
Belt of the champion (Kord)	22,000 gp
Gem of the glitterdepth (Garl Glittergold)	22,000 gp
Helm of the purple plume (Heironeous)	22,000 gp
Tome of ancient lore (Boccob)	22,000 gp
Pipes of amorous revelry (Olidammara)	22,320 gp
Boots of the unending journey (Fharlanghn)	23,600 gp
Rapier of desperate measures (Olidammara)	23,920 gp
Shield of the severed hand (Gruumsh)	24,800 gp
Map of unseen lands (Yondalla)	25,200 gp
Morningstar of the many (Erythnul)	30,300 gp
Enveloping pit (Kurtulmak)	33,600 gp
Gauntlets of the blood-lord (Hextor)	33,600 gp
Rod of the recluse (Lolth)	33,600 gp
Tome of the stilled tongue (Vecna)	34,850 gp
Chain of Obeisance (Hextor)	35,600 gp
Hooked hammer of the hearthfire (Garl Glittergold)	35,600 gp
Rapier of unerring direction (Fharlanghn)	35,600 gp
Armor of the fallen leaves (Obad-Hai)	39,900 gp
Cornucopia of the needful (Yondalla)	44,600 gp
Sword of mighty thews (Kord)	45,600 gp
Ruby blade (Wee Jas)	46,902 gp
Sword of virtue beyond reproach (Heironeous)	50,000 gp
Axe of ancestral virtue (Moradin)	50,230 gp
Executioner's hood (Erythnul)	50,400 gp
Skewer-of-gnomes (Kurtulmak)	61,900 gp
Dawnstar (Pelor)	61,908 gp
Helm, platinum (Bahamut)	64,000 gp
Tabard of the disembodied (Nerull)	68,600 gp
Tabard of the great crusade (St. Cuthbert)	68,800 gp
Chromatic rod (Tiamat)	71,908 gp
Shard of the sun (Pelor)	73,280 gp
Cloak, dragonscale (Tiamat)	75,840 gp
Dagger of denial (Vecna)	77,902 gp
Staff of the unyielding oak (Obad-Hai)	81,600 gp
Censer of the last breath (Nerull)	82,000 gp
Cudgel that never forgets (St. Cuthbert)	82,112 gp
Shield of the resolute (Moradin)	89,620 gp
Ehlonna's seed pouch (Ehlonna)	93,800 gp
Scrolls of uncertain provenance (Wee Jas)	118,000 gp
Rod of reversal (Boccob)	132,000 gp
Robe of ebonsilk (Lolth)	134,000 gp

worship Obad-Hai; Price 39,900 gp; Cost 20,775 gp + 1,530 XP.

Arrow, Raptor: Legend says these arrows (there are reputedly five) gained relic status when Ehlonna used them to slay a great wyrm green dragon that was rampaging through a forest primeval. A raptor arrow is a +3 arrow with a variant of the returning quality. At the beginning of the round after it is fired from a bow, a *raptor arrow* wrenches itself from whatever it hit (dealing 1d8 points of damage), flies up to 400 feet through the air, and restrings itself in the bow from which it was fired. Unlike most ammunition, *raptor arrows* are never destroyed when they hit their target.

If a ranger fires a *raptor arrow* at a favored enemy, the arrow additionally gains the *bane* quality against that foe.

To use this relic, you must worship Ehlonna and either sacrifice a 6th-level divine spell slot or have the True Believer feat.

Strong evocation; CL 12th; Sanctify Relic, Craft Magic Arms and Armor, *bane bow**, creator must worship Ehlonna; Price 14,500 gp; Cost 7,273 gp + 580 XP.

*New spell described in Chapter 7 of this book.

Axe of Ancestral Virtue: *+4 adamantine keen dwarven waraxe*, AL LN; Int 10, Wis 17, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 17.

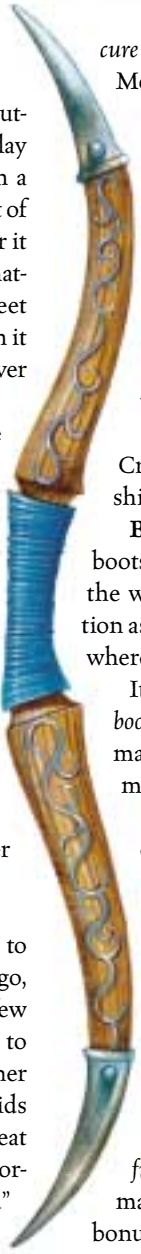
Lesser Powers: Bless 3/day, *cure moderate wounds* on wielder 3/day, *faerie fire* 3/day.

Greater Power: Haste on wielder 3/day.

Personality: One of Moradin's high priests volunteered to be bound into the original *axe of ancestral virtue* ages ago, and his personality has since been duplicated into what few copies of the weapon that exist. The priest, who refuses to reveal his old name, is a fierce warrior who urges his owner to attack the ancient enemies of the dwarves (goblinoids and giants) at every available opportunity. He takes great delight in "illuminating targets" (*faerie fire*), "salving honor-wounds" (*cure moderate wounds*), and granting "godspeed" (*haste*). He judges wielders on how well they adhere to traditional dwarven culture. He rebels mightily against nondwarves who so much as pick him up.

To use this relic, you must worship Moradin and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong transmutation; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *bless, cure moderate wounds, faerie fire, haste,* creator must worship Moradin; Price 50,230 gp; Cost 26,780 gp + 1,876 XP.



Bow of the wintermoon

Belt of the Champion: Kord gives one of these gem-studded belts to a favorite gladiator each decade. The wearer gains a +6 bonus on Strength checks and an additional +4 bonus on grapple and bull-rush checks. If the wearer of a *belt of the champion* ever fails a save against a fear effect, the belt ceases functioning for 1 hour.

To use this relic, you must worship Kord and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Moderate transmutation; CL 11th; Sanctify Relic, Craft Wondrous Item, *bull's strength*, creator must worship Kord; Price 22,000 gp; Weight 1 lb.

Boots of the Unending Journey: These black leather boots leave no tracks wherever they go. They also render the wearer immune to the effects of fatigue and exhaustion as long as he ends each round at least 10 feet away from where he started it.

It is said that once a century, Fharlanghn gives a pair of *boots of the unending journey* to a fellow traveler, and then magically endows an ordinary cobbler with the power to make him a new pair.

To use this relic, you must worship Fharlanghn and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

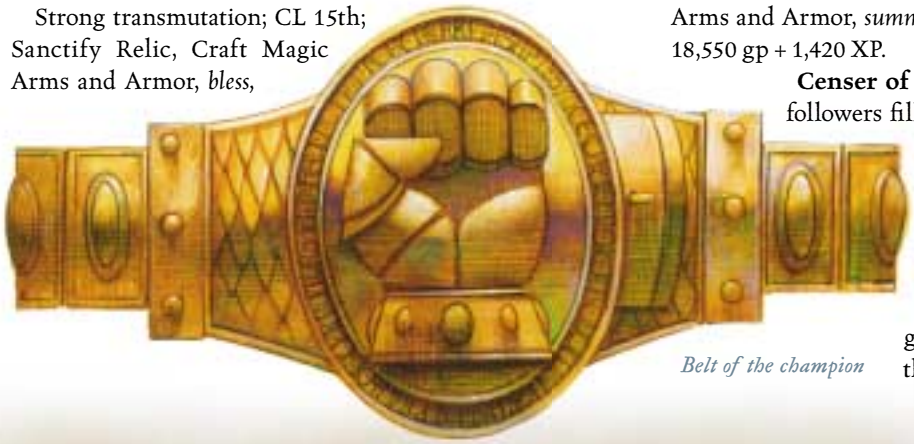
Moderate conjuration; CL 11th; Sanctify Relic, Craft Wondrous Item, *restoration, pass without trace*, creator must worship Fharlanghn; Price 23,600 gp; Weight 1 lb.

Bow of the Wintermoon: Corellon gave the original *bow of the wintermoon* to the elf hero Seskaya more than two thousand years ago, but his clerics have since made four identical copies. This *+4 frost composite longbow* adjusts its pull automatically to match its wielder (allowing her to add her full Strength bonus to damage with each arrow fired). It is considered bane to drow elves (as the weapon special ability).

To use this relic, you must worship Corellon Larethian and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong conjuration; CL 18th; Sanctify Relic, Craft Arms and Armor, *summon monster I*; Price 36,300 gp; Cost 18,550 gp + 1,420 XP.

Censer of the Last Breath: Nerull's favorite followers fill this censer, a perforated iron ball on a jeweled chain, with ground-up gems rather than incense. Doing so is a full-round action that provokes an attack of opportunity. The *censer of the last breath* then automatically starts burning the gem dust, creating a dangerous cloud that fills a 20-foot radius emanation



Belt of the champion

Illus. by W. England

centered on the caster. The cloud's effects depend on the kind of gem dust burned in the *censer of the last breath*.

Gem type	Value	Effect
Diamond dust	250 gp	*Solid fog* (as the spell, except that only living creatures are slowed)
Emerald dust	500 gp	*Cloudkill* (as the spell, except that it hovers near caster; Fort partial DC 17)
Sapphire dust	1,000 gp	*Acid fog* (as the spell, except that only living creatures are slowed)
Ruby dust	2,000 gp	*Incendiary cloud* (as the spell, except that it hovers near caster; Reflex half DC 22)

The bearer of the *censer of the last breath* is completely unaffected by the cloud; it doesn't slow movement, deal him damage, or obscure his vision.

The gem dust burns in the *censer of the last breath* for 15 rounds.

To use this relic, you must worship Nerull and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong conjuration; CL 15th; Sanctify Relic, Create Wondrous Item, *acid fog, cloudkill, incendiary cloud, solid fog,* creator must worship Nerull; Price 82,000 gp; Weight 1 lb.

Chain of Obeisance: It is said that these +2 *unholy spiked chains* are made from the shackles in Hextor's hellish prison-fortress. Despite their size and unwieldiness, they can be wielded in a grapple, and anyone pinned by a foe wielding a *chain of obeisance* must succeed on a Will save (DC 22) or be dominated (as the *dominate monster* spell)

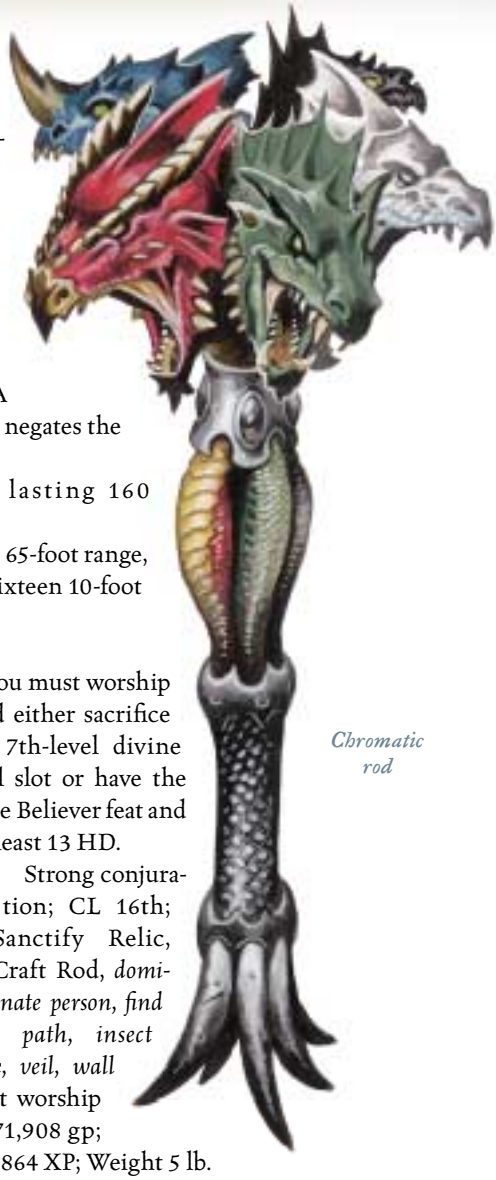
Censer of the last breath

To use this relic, you must worship Hextor and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong enchantment; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *dominate monster,* creator must worship Hextor; Price 35,600 gp; Cost 17,963 gp + 1,411 XP.

Chromatic Rod: Forged in hellfire itself, these iron-shod rods have five dragon heads (black, blue, green, red, and white) facing outward and encircling one end. A chromatic rod can be used as a +2 *morningstar* with either the frost, flaming, or shocking qualities (wielder's choice, changed with a command word). It also has a number of spell-like abilities, each usable once per day.

- *Insect plague* with a 1,040-foot range, creating five adjacent swarms.
- *Veil* with a Will disbelief save of DC 19.
- *Dominate person* with a 65-footrange. A DC 17 Will save negates the effect.
- *Find the path* lasting 160 minutes.
- *Wall of ice* with a 65-foot range, covering up to sixteen 10-foot squares.



Chromatic rod

To use this relic, you must worship Tiamat and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong conjuration; CL 16th; Sanctify Relic, Craft Rod, *dominate person, find the path, insect plague, veil, wall of ice,* creator must worship Tiamat; Price 71,908 gp; Cost 36,108 gp + 2,864 XP; Weight 5 lb.

Cloak, Dragonscale: This long, flowing cloak, sewn from a random assortment of miniscule chromatic dragon scales, transforms into functional dragon wings upon command, enabling flight with a speed of 150 feet and poor maneuverability. The wings last 2 hours per day, divided up as the wearer of the *dragonscale cloak* wishes. Additionally, the cloak always provides 10 points each of resistance to fire, resistance to electricity, resistance to cold, and resistance to acid.

To use this relic, you must worship Tiamat and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong transmutation; CL 12th; Sanctify Relic, Craft Wondrous Item, *polymorph, resist energy,* creator must worship Tiamat; Price 75,840 gp; Weight 2 lb.

Cornucopia of the Needful: Yondalla wove these conical baskets herself, and then gave them to her high priesthood. Each morning at dawn, there are 2d4 fruits in each *cornucopia of the needful.* When consumed (a full-round action), each fruit has the following effect.

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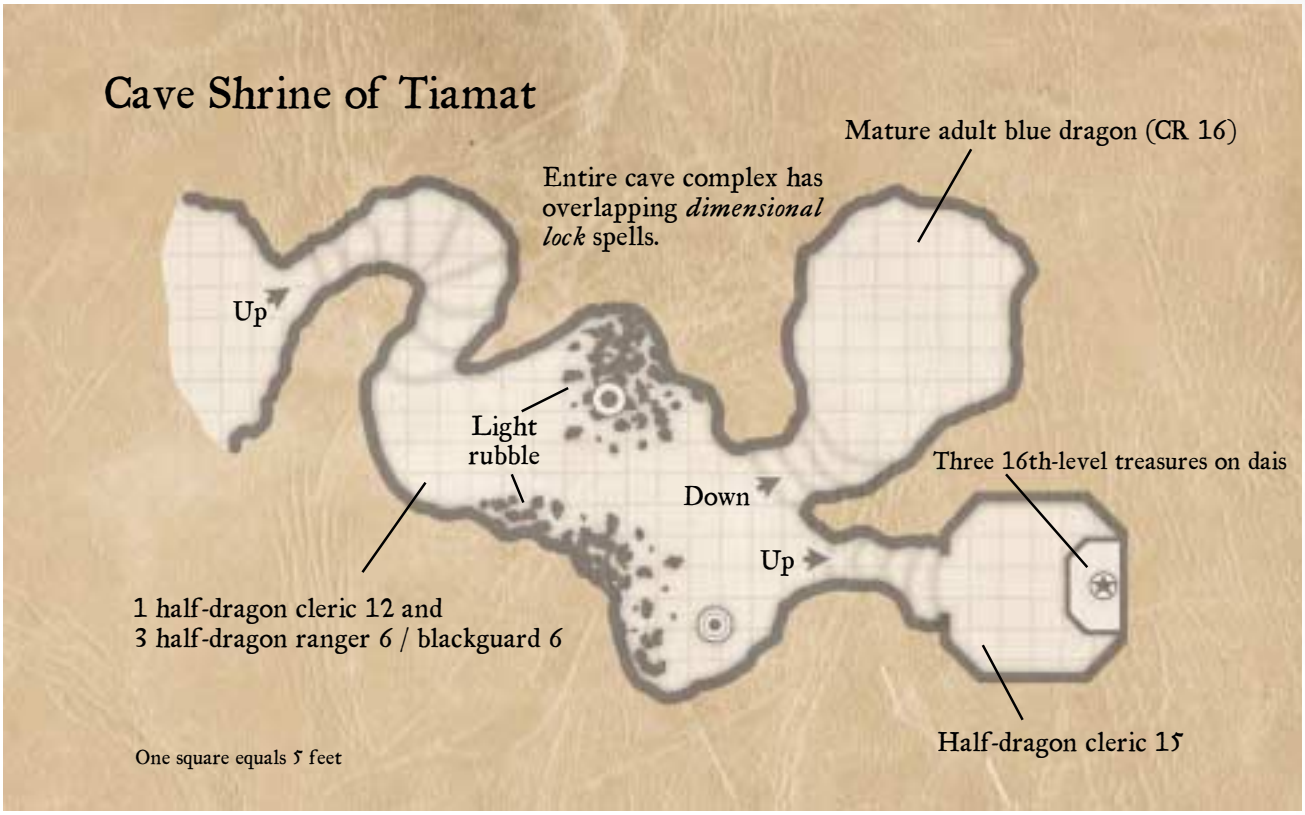

Cave Shrine of Tiamat
Mature adult blue dragon (CR 16)
Entire cave complex has overlapping *dimensional lock* spells.
Up
Light rubble
Down
Up
Three 16th-level treasures on dais
1 half-dragon cleric 12 and
3 half-dragon ranger 6 / blackguard 6
Half-dragon cleric 15
One square equals 5 feet

d%	Fruit	Effect
01–15	Apple	Eater healed (as the heal spell).
16–30	Grape cluster	If split into 12 portions, functions as a heroes' feast spell for those that consume it.
31–45	Tangerine	Break enchantment on eater.
46–60	Strawberry	Spell resistance 24 for 12 minutes.
61–74	Cherry	Death ward for 12 minutes.
75–89	Peach	Divine power for 12 rounds.
90–100	Lemon	Neutralize poison on eater for 2 hours.

To use this relic, you must worship Yondalla and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

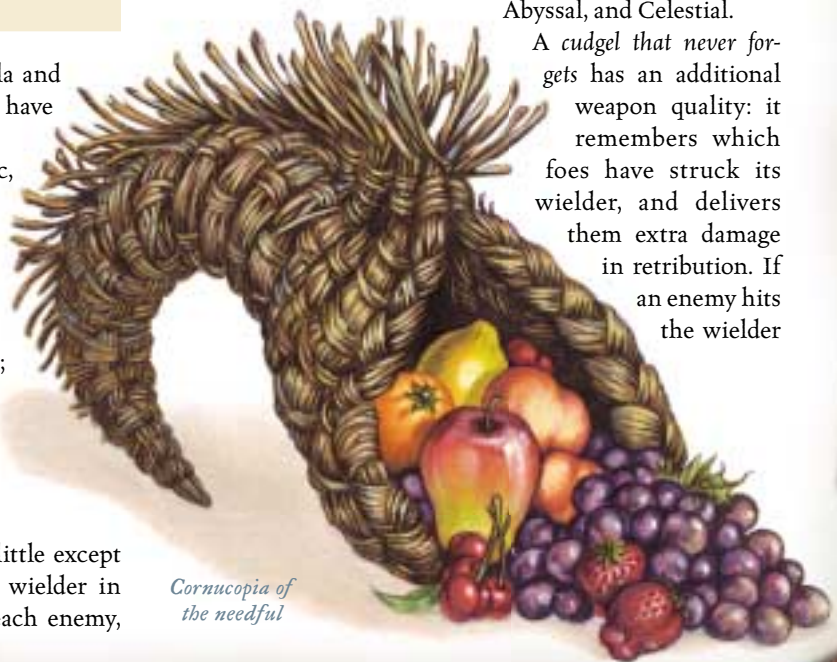
Strong conjuration; CL 12th; Sanctify Relic, Craft Wondrous Item, *break enchantment, death ward, divine power, heal, heroes' feast, neutralize poison, spell resistance,* creator must worship Yondalla; Price 44,600 gp; Weight 8 lb.

Cudgel that Never Forgets: + 2 *axiomatic heavy mace*; AL LN; Int 16, Wis 10, Cha 16; speech; 60 ft. darkvision and hearing; Ego score 16.

Lesser Powers: Continuous *deathwatch,* 10 ranks Intimidate (total modifier +13), *cure moderate wounds* 3/day.

Personality: A *cudgel that never forgets* speaks little except during combat, during which it reminds its wielder in stentorian tones about the transgressions of each enemy, whether witnessed personally ("That bugbear wounded Lidda most grievously") or assumed based on creature type ("That succubus hath surely tempted many good men toward evil"). The imprecations of a *cudgel that never forgets* count as an attempt to demoralize an opponent with the Intimidate skill (described in Chapter 4 of the *Player's Handbook*). Unless it's healing its wielder, the *cudgel that never forgets* attempts to demoralize every round during its wielder's turn. The *cudgel that never forgets* speaks Common, Infernal, Abyssal, and Celestial.

A *cudgel that never forgets* has an additional weapon quality: it remembers which foes have struck its wielder, and delivers them extra damage in retribution. If an enemy hits the wielder



Cornucopia of the needful

Illus. by R. Spencer

of a *cudgel that never forgets* with a weapon (including a natural weapon), the weapon thereafter has an effective enhancement bonus of +2 better than its normal enhancement bonus. It also deals an extra 2d6 points of damage against such a foe.

To use this relic, you must worship St. Cuthbert and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong conjuration; CL 20th; Sanctify Relic, Craft Magic Arms and Armor, *cure moderate wounds, deathwatch,* creator must worship St. Cuthbert; Price 82,112 gp; Cost 41,212 gp + 3,272 XP.

Dagger of Denial: *+2 unholy dagger;* AL NE; Int 18, Wis 10, Cha 18; speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 26.

Lesser Powers: Detect magic at will, 10 ranks in Spellcraft (total modifier +14), 10 ranks in Bluff (total modifier +14).

Greater Powers: Continuous *detect scrying* effect, arcane eye 1/day.

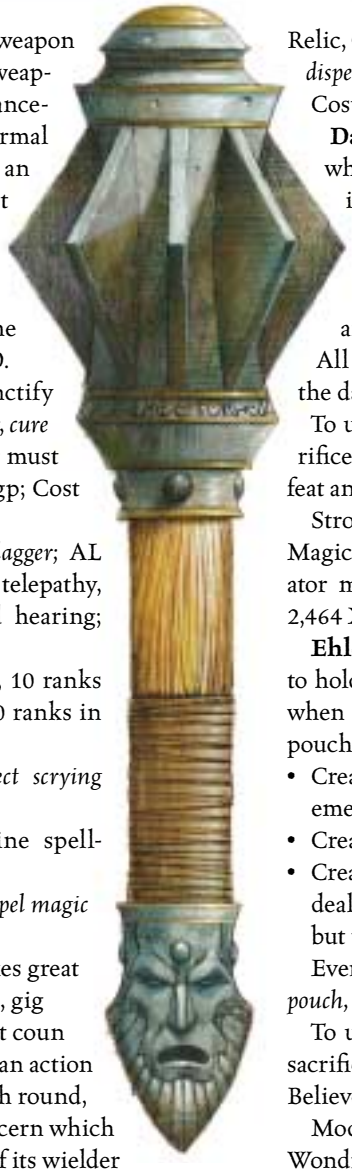
Special Purpose: Defeat/slay divine spellcasters.

Dedicated Powers: Item can cast *dispel magic* as a 10th-level caster.

Personality: The *dagger of denial* takes great glee in disrupting other spellcasters, gig gling and cackling to its wielder as it coun ters their spells. It generally readies an action to counterspell with *dispel magic* each round, then uses its Spellcraft ability to discern which enemy spells are worth dispelling. If its wielder attacks in melee, the dagger attempts a feint in combat immediately prior to its wielder's attack. Four *daggers of denial* are known to exist; they were originally gifts from Vecna to wizards he charged with keeping his priests in line. A *dagger of denial* happily lets anyone wield it, and it'll cheerfully lie about its powers and purpose (using its Bluff skill). But if a wielder doesn't worship Vecna and obey the relic rules, he doesn't get access to the *dagger of denial*'s powers and the dagger betrays her at the first available opportunity. A *dagger of denial* who's working against its wielder starts by surreptitiously dispelling the spells of the wielder and her allies, leaving them without the magic that they're depending on.

To use this relic, you must worship Vecna and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Moderate abjuration; CL 10th; Sanctify Relic, Craft Magic Arms and Armor, *arcane eye, detect scrying, dispel magic,* creator must worship Vecna; Price 77,902 gp; Cost 39, 102 gp + 3,104 XP.



Cudgel that never forgets

Illus. by W. England

Dawnstar: Originally gifts from Pelor to four solars who rescued a paladin from Hell itself, each *dawnstar* is a *+3 brilliant energy morningstar.* If a *dawnstar* is ever sundered or otherwise broken, it explodes, dealing 200 points of damage to everything within 10 feet, 150 points of damage to everything within 20 feet, and 100 points of damage to everything within 30 feet. All those affected can make DC 17 Reflex saves to reduce the damage by half. A *dawnstar* has hardness 8 and 8 hp.

To use this relic, you must worship Pelor and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong transmutation; CL 16th; Sanctify Relic, Craft Magic Arms and Armor, *continual flame, gaseous form,* creator must worship Pelor; Price 61,908 gp; Cost 31,108 + 2,464 XP.

Ehlonna's Seed Pouch: This brown fur pouch appears to hold six ordinary acorns within it when examined. But when a worshiper of Ehlonna flings an acorn from the pouch, he can make one of three things happen.

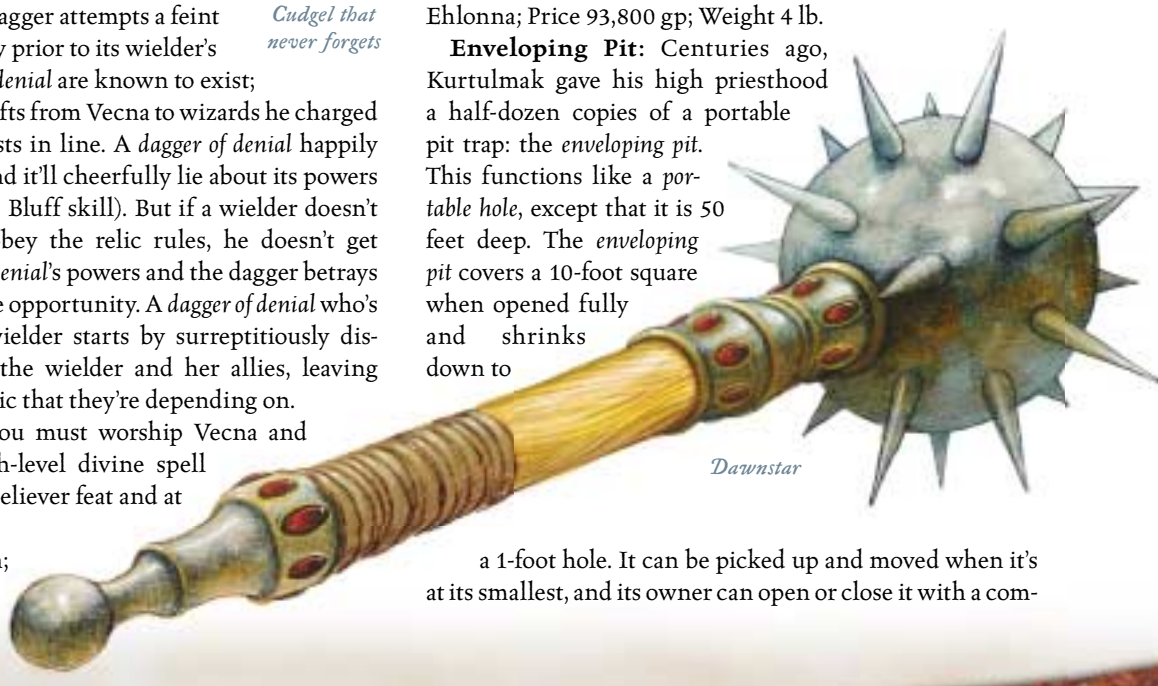
- Create a treant (as the *changestaff* spell, but the treant emerges from the acorn) anywhere it will physically fit.
- Create a wall of thorns (as the spell)
- Create an acorn grenade that be hurled up to 100 feet away, dealing 11d6 points of fire damage (as the *fire seeds* spell, but the damage isn't split up among multiple acorns).

Every morning, there are six acorns in *Ehlonna's seed pouch,* no matter how many were there before.

To use this relic, you must worship Ehlonna and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Moderate conjuration; CL 11th; Sanctify Relic, Craft Wondrous Item, *changestaff, fire seeds,* creator must worship Ehlonna; Price 93,800 gp; Weight 4 lb.

Enveloping Pit: Centuries ago, Kurtulmak gave his high priesthood a half-dozen copies of a portable pit trap: the *enveloping pit.* This functions like a *portable hole*, except that it is 50 feet deep. The *enveloping pit* covers a 10-foot square when opened fully and shrinks down to a 1-foot hole. It can be picked up and moved when it's at its smallest, and its owner can open or close it with a com-



Dawnstar

mand word from anywhere within 60 feet. An *enveloping pit* opens fully only if it has enough flat space to do so; it halts when an edge hits a wall or other obstruction.

A common tactic is to lie in wait until foes are standing nearby a shrunk *enveloping pit*, and then open it fully, dropping enemies into a pit that wasn't there a moment earlier. Those who find an *enveloping pit* underneath them must succeed on a Reflex save (DC 22) or fall into the pit.

To use this relic, you must worship Kurtulmak and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Strong conjuration; CL 16th; Sanctify Relic, Craft Wondrous Item, *plane shift*, creator must worship Kurtulmak; Price 33,600 gp.

Ehlonna's seed pouch

Executioner's Hood: Originally one of three such hoods worn by Xeric IV, who publicly executed every member of his own extended family two centuries ago, the *executioner's hoods* have been scattered across the globe by tides of war and conquest. The wearer of an *executioner's hood* (which takes up the headband body slot) can make a coup de grace attacks as a standard action rather than a full action. Whenever he succeeds at a coup de grace attempt, he gains a +2 bonus to Strength and Constitution for the next 5 minutes that is cumulative with each successful coup de grace attempt (+10 max).

To use this relic, you must worship Erythnul and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Moderate transmutation; CL 11th; Sanctify Relic, Craft Wondrous Item, *bear's endurance*, *bull's strength*, creator must worship Erythnul; Price 50,400 gp; Weight 1 lb.

Gauntlets of the Blood-Lord: These slick metal gauntlets slowly drip blood, seemingly from nowhere. They grant their wearer a +4 luck bonus on melee touch attacks. Furthermore, any touch spell the wearer casts is maximized as though using the Maximize Spell feat, although the spell doesn't use a higher-level spell slot.

To use this relic, you must worship Hextor and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Strong universal; CL 17th; Sanctify Relic, Craft Wondrous Item, Maximize Spell, creator must worship Hextor; Price 33,600 gp; Weight 2 lb.

Gauntlet of the Talon: It is said that this silvery spiked set of gauntlets was fashioned by Bahamut himself, then given to the master of a now-defunct order of monks. A character wearing *gauntlets of the talon* effectively has natural weapons that deal 1d8 points of slashing damage and count as magic for the purpose of overcoming damage reduction. If a monk dons the *gauntlets of the talon*, he is treated as if he were five levels higher for purposes of AC, unarmed damage (which now counts as slashing), and the monk's *ki* strike ability (this function stacks with the similar functions of a *monk's belt*). *Gauntlets of the talon* function as ghost touch weapons for the purpose of attacking incorporeal creatures. Finally, the wearer gains a +4 bonus on all grapple checks.

To use this relic, you must worship Bahamut and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Moderate transmutation; CL 11th; Sanctify Relic, Craft Wondrous Item, *righteous might*, creator must worship Bahamut; Price 20,000 gp; Weight 2 lb.

Gem of the Glitterdepth: This black, thousand-faceted gem is said to be carved by Garl Glittergold himself. Worn like a brooch, a *gem of the glitterdepth* grants its owner a +6 enhancement bonus to Wisdom and the instinctive knowledge of where the walls, ceiling, and floor are in any cavern he's in, no matter how big the cavern is or what the illumination is.

To use this relic, you must worship Garl Glittergold and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Gauntlets of the blood lord

Moderate transmutation; CL 10th; Sanctify Relic, Craft Wondrous Item, *owl's wisdom*, creator must worship Garl Glittergold; Price 22,000 gp; Weight 1 lb.

Helm, Platinum: This smooth helm covers three-quarters of the face and is decorated with a dragon-wing motif. The original *platinum helms* were given to seven gold dragons that acted as Bahamut's consorts, but they have since passed to his servants on the Material Plane. Anyone who wears a *platinum helm* has the frightful presence of a dragon, potentially affecting everyone with fewer Hit Dice within a 150-foot radius. When-

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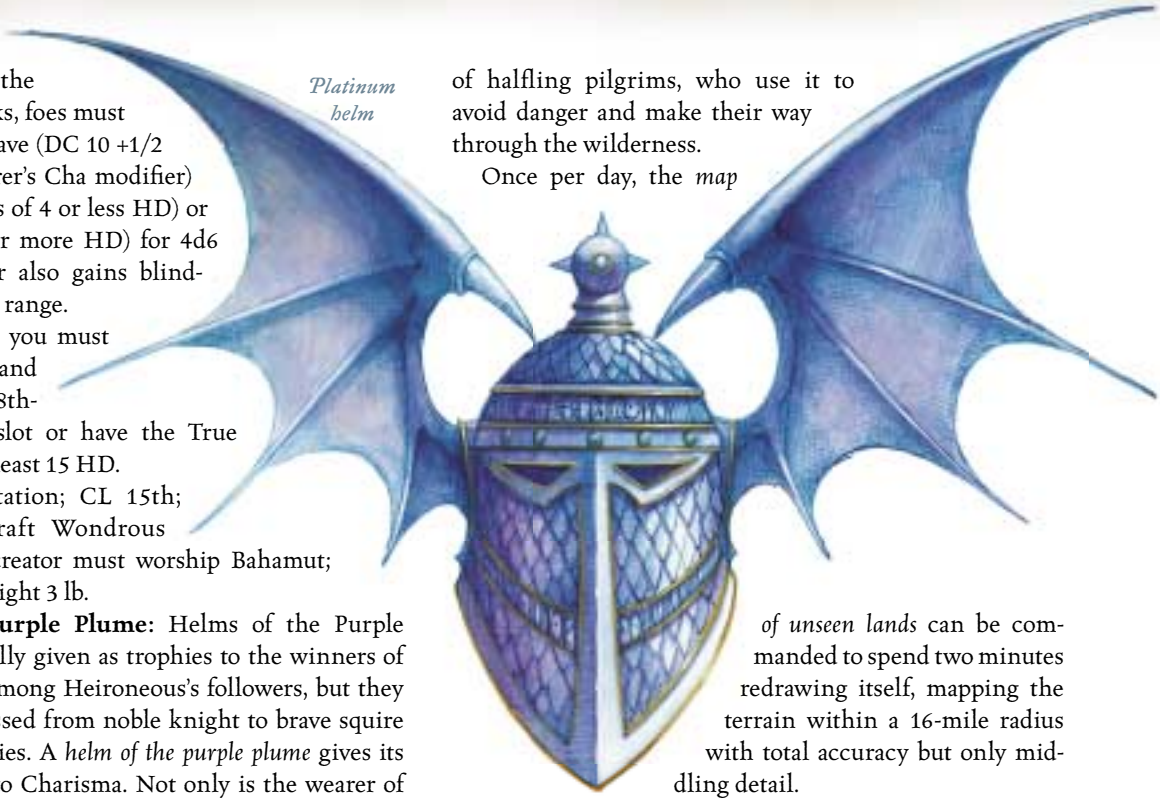


Platinum helm

ever the wearer of the *platinum helm* attacks, foes must succeed on a Will save (DC 10 +1/2 wearer's HD + wearer's Cha modifier) or be panicked (foes of 4 or less HD) or shaken (foes of 5 or more HD) for 4d6 rounds. The wearer also gains blindsense with a 60-foot range.

To use this relic, you must worship Bahamut and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong transmutation; CL 15th; Sanctify Relic, Craft Wondrous Item, *shapechange*, creator must worship Bahamut; Price 64,000 gp; Weight 3 lb.

Helm of the Purple Plume: Helms of the Purple Plume were originally given as trophies to the winners of jousting tourneys among Heironeous's followers, but they have since been passed from noble knight to brave squire through the centuries. A *helm of the purple plume* gives its wearer a +2 bonus to Charisma. Not only is the wearer of the helm immune to fear, but exposure to fear emboldens him further. Whenever the wearer is subject to a fear effect, he instead receives the benefit of a *heroism* spell for 10 minutes.

To use this relic, you must worship Heironeous and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Moderate abjuration; CL 10th; Sanctify Relic, Craft Wondrous Item, *heroism*, creator must worship Heironeous; Price 22,000 gp; Weight 4 lb.

Hooked Hammer of the Hearthfire: It is said that Garl Glittergold gave one of these weapons to each of twelve noble families many centuries ago. Eight are believed to remain among the gnomes. This *+2/+2 flaming gnome hooked hammer* becomes a *+4 flaming burst/+4 flaming burst hooked hammer* in the hands of a gnome. The *hooked hammer of the hearthfire* automatically deals its flaming burst damage every round to any kobold or goblinoid unfortunate enough to grasp its handle.

To use this relic, you must worship Garl Glittergold and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong evocation; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *flame strike*, creator must worship Garl Glittergold; Price 35,600 gp; Cost 18,110 gp + 1,400 XP.

Map of Unseen Lands: This rolled-up sheet of vellum, often kept in a darkwood tube, is a boon to caravans of halfling pilgrims, who use it to avoid danger and make their way through the wilderness.

Once per day, the *map of unseen lands* can be commanded to spend two minutes redrawing itself, mapping the terrain within a 16-mile radius with total accuracy but only middling detail.

The DM should spend two minutes of real time sketching out such a map, working down the following list in terms of priority:

- General terrain features (mountains, rivers, and so forth) labeled if their names are widely known.
- Structures of more than 5,000 square feet (castles, temples, ruins) named either specifically (Fortress of the Undying) or generally (bardic college).
- Structures important for travel (bridges, dungeon entrances, magic portals), labeled only if they're unusual in some respect.
- Lairs of creatures with more than 15 Hit Dice, labeled by creature type only.

The *map of unseen lands* doesn't function underground.

To use this relic, you must worship Yondalla and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Strong divination; CL 15th; Sanctify Relic, Craft Wondrous Item, *discern location*, creator must worship Yondalla; Price 25,200 gp; Weight 2 lb.

Millennial Chainmail: This suit of armor feels like mithral chainmail to the touch, but the miniscule rings are a pale green, turning brighter when the *millennial chainmail* is in the sun. *Millennial chainmail* functions as *+3 chainmail*, but it has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%. It is considered light armor. *Millennial chainmail* painlessly extends tiny green roots into the wearer's skin, grant-

Hooked hammer of the hearthfire

Illus. by W. England

ing fast healing 3 as long as the wearer is standing in better than shadowy illumination.

To use this relic, you must worship Corellon Larethian and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Moderate conjuration; CL 10th; Sanctify Relic, Craft Magic Arms and Armor, *regenerate*, creator must worship Corellon Larethian; Price 18,800 gp; Cost 9,550 gp + 740 XP; Weight 20 lb.

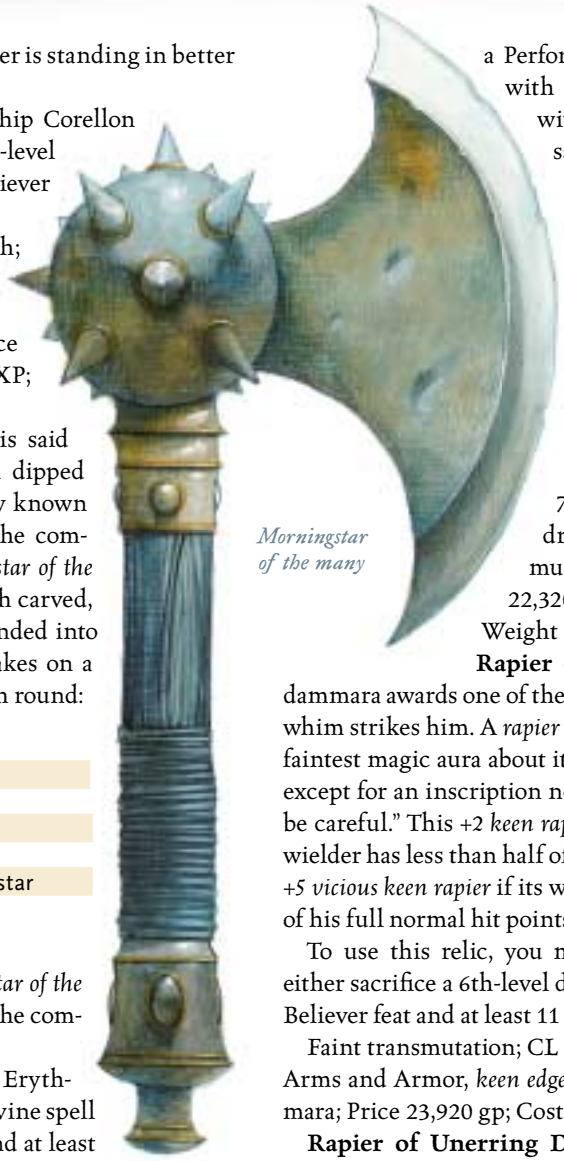
Morningstar of the Many: It is said that these morningstars have been dipped in the blood of creatures from every known plane on the Great Wheel. Until the command word is spoken, the *morningstar of the many* is a +2 *morningstar* covered with carved, laughing mouths. But once commanded into action, it becomes a weapon that takes on a different set of weapon qualities each round:

Round	Weapon Qualities
1	+4 anarchic morningstar
2	+4 wounding battleaxe
3	+4 unholy morningstar
4	+1 vorpal longsword
5	+4 flaming burst morningstar
6	+4 vicious shortspear

After the sixth round, the *morningstar of the many* is again a +2 *morningstar* until the command word is given anew.

To use this relic, you must worship Erythnul and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Strong necromancy and evocation; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *circle of death*, creator must worship Erythnul; Price 30,300 gp; Cost 15,304 gp + 1,200 XP.



Morningstar of the many

Pipes of Frenzied Revelry: These pipes, created by a secretive order of bard/clerics devoted to Olidammara, require the piper to succeed on a DC 20 Perform (wind instruments) check each round to function properly. If the check succeeds, any living creature within 30 feet of the piper must succeed on a DC 16 Will save or suffer a *confusion* effect—with one exception. Whenever the die roll calls for the subject to attack someone, the subject makes a mildly amorous advance (such as an embrace or kiss) instead. The effect lasts as long as the subject remains within 30 feet of the piper. If the piper is interrupted or fails a Perform check, then resumes piping with a successful check, creatures within 30 feet get to make new save attempts. Subjects who successfully save are thereafter immune to the *pipes of frenzied revelry* for 24 hours.

To use this relic, you must worship Olidammara and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Moderate enchantment; CL 7th; Sanctify Relic, Craft Wondrous Item, *confusion*, creator must worship Olidammara; Price 22,320 gp; Cost 11,320 gp + 880 XP; Weight 3 lb.

Rapier of Desperate Measures: Olidammara awards one of these nondescript rapiers when the whim strikes him. A *rapier of desperate measures* has only the faintest magic aura about it and seems otherwise ordinary, except for an inscription near the base of the blade: "Don't be careful." This *+2 keen rapier becomes* a *+4 keen rapier* if its wielder has less than half of his full normal hit points and a *+5 vicious keen rapier* if its wielder has less than one-quarter of his full normal hit points.

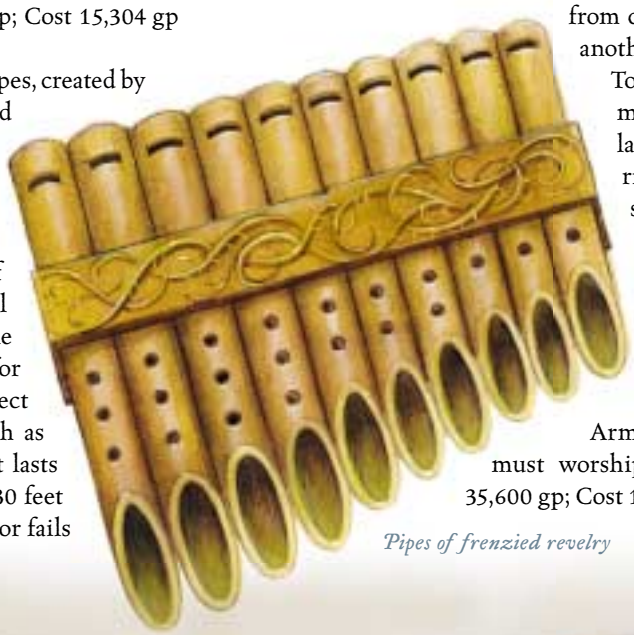
To use this relic, you must worship Olidammara and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Faint transmutation; CL 9th; Sanctify Relic, Craft Magic Arms and Armor, *keen edge*, creator must worship Olidammara; Price 23,920 gp; Cost.

Rapier of Unerring Direction: Originally a gift to Fharlanghn from Olidammara, this rapier has been copied several times by Fharlanghn's most powerful clerics. This *+4 ghost touch rapier* ignores all miss chances, whether from concealment, *blink*, or another source.

To use this relic, you must worship Fharlanghn and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong divination; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *true seeing*, creator must worship Fharlanghn; Price 35,600 gp; Cost 17,920 gp + 1,412 XP.



Pipes of frenzied revelry

Illus. by W. England

Robe of Ebonsilk: Said to be woven from silk extruded by Lolth herself, a *robe of ebonsilk* gives the wearer a +8 armor bonus, a +4 resistance bonus on all saving throws, and continual *spider climb* and *freedom of movement* effects.

To use this relic, you must worship Lolth and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong abjuration; CL 15th; Sanctify Relic, Craft Wondrous Item, *freedom of movement, spider climb,* creator must worship Lolth; Price 134,000 gp; Weight 1 lb.

Rod of Reversal: This steel rod looks like a length of thick chain, but it doesn't bend even the slightest. On command, it automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer. It also grants its wielder the Improved Counterspelling feat.

Turning a spell changes the *rod of reversal*'s color, depending on the school of the spell turned.

School	Color
Abjuration	Blue
Conjuration	Yellow
Divination	Indigo
Enchantment	Green
Evocation	Red
Illusion	Violet
Necromancy	Black
Transmutation	Orange

To use this relic, you must worship Boccob and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong abjuration; CL 15th; Sanctify Relic, Craft Rod, *spell turning,* creator must worship Boccob; Price 132,000 gp; Weight 5 lb.

Rapier of unerring direction

Rod of the Recluse: This rod, wielded by some of Lolth's high priestesses, resembles a giant spider leg with its segmentations and coarse, black hairs. It acts as a *+3 light mace* that deals no hit point damage. Instead, the wielder injects a poison that deals 2d6 points of Strength damage to any creature she touches with the rod (by making a melee touch attack). Like any poison, the damage repeats 1 minute later. If she scores a critical hit, the damage from that hit (both initial and secondary) is ability drain. In either case, the defender negates the effect with a DC 20 Fortitude save.

To use this relic, you must worship Lolth and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Strong necromancy; CL 16th; Sanctify Relic, Craft Rod, *poison,* creator must worship Lolth; Price 33,600 gp; Cost 16,953 gp + 1,332 XP; Weight 5 lb.

Ruby Blade: These deep red, crystal daggers are said to be plucked from the gems on the hem of Wee Jas's gown. Each *ruby blade* is a *+3 axiomatic dagger* that enables its wielder to bolster, rebuke, or command undead as if her class level were four levels higher than it actually is. It also has a continuous *status* effect.

To use this relic, you must worship Wee Jas and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Moderate evocation; CL 11th; Sanctify Relic, Craft Magic Arms and Armor, *order's wrath, status,* creator must worship Wee Jas; Price 46,902 gp; Cost 23,602 gp + 1,864 XP.

Scrolls of Uncertain Provenance: These bundles of rough parchment have long been associated with Wee Jas, although even her lorekeepers don't know where the first ones came from. Their name is something of a misnomer: The *scrolls of uncertain provenance* are not spells stored in written form. Instead, they are a collection of death-obsessed writings in an unknown hand. Those who can command the lore with a set of *scrolls of uncertain provenance*, it is said, have power over life and death itself.

But there are several barriers to understanding the lore of the scrolls. To begin with, they're written in nearly every language, ancient and modern, and they sometimes switch languages within the same sentence. One hour of reading allows a DC 20 Knowledge (religion) check to learn anything useful from the scrolls, with a +2 bonus for every language the reader speaks. Multiple readers can assist one another in translation, lending the languages they know automatically, but they share in the risk as well (detailed below). *Read magic* and *comprehend languages* spells don't help a reader under-

Ruby blade

Rod of the recluse

Illus. by W. england and R. Spencer

stand the scrolls, so cryptic are their wisdom. A reader—or at least one reader if a group is translating together—must worship Wee Jas to get anything at all from the scrolls.

The second barrier to reading *scrolls of uncertain provenance* is that the reader often draws near to the border between life and death himself. Whenever someone spends an hour reading *scrolls of uncertain provenance,* they must roll on the following table whether or not they learn anything useful.

d%	Effect
01–10	DC 20 Will save or go insane (as the insanity spell).
11–30	DC 20 Will save or the scrolls bestow greater curse upon you.
31–60	DC 20 Will save to receive a geas/quest to perform for Wee Jas.
61–90	Take 1d6 negative levels as energy drain (DC 20 Fort save negates after 24 hours)
91–100	DC 20 Fortitude save or become a ghost for a year and a day.

While the risks of reading *scrolls of uncertain provenance* are great, so too are the rewards. A character who successfully reads from the scrolls for the listed time can choose from the following benefits.

Time	Benefit
1 hour	Renewal pact for yourself
2 hours	Renewal pact for another
3 hours	Death pact for yourself
4 hours	Death pact for another
6 hours	True resurrection (and the scrolls disappear)

To use this relic, at least one reader must worship Wee Jas and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong necromancy; CL 15th; Sanctify Relic, Craft Wondrous Item, *death pact, renewal pact, true resurrection,* creator must worship Wee Jas; Price 118,000 gp; Weight 10 lb.

Shard of the Sun: This brightly glowing holy symbol of Pelor is mentioned in many religious texts as "Pelor's gift, which I carry into darkness—a sun that never sets." It continuously emits a warm light equivalent to a *daylight* spell heightened to 5th level (the symbol must be covered completely to douse the light). On command three times per day, the *shard of the sun* blasts forth four beams of light that each deal 10d6 points of damage to undead, 5d6 points of damage to constructs and objects, and 5d8 points of damage to other creatures. Creatures particularly vulnerable to bright light, such as vampires, take 10d8 points of damage.

To use this relic, you must worship Pelor and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Moderate evocation; CL 11th; Sanctify Relic, Craft Wondrous Item, *daylight, searing light,* creator must worship Pelor; Price 73,280 gp; Weight 1 lb.

Shield of the Resolute: This *+2 mithral moderate fortification heavy shield* is made from hundreds of strips of mithral, each a different size, riveted together. It is said that *shields of the resolute* are assembled from pieces of shields from hundreds of dwarves who fell in battle defending their homelands. Goblinoids and giants within 30 feet who gaze upon a *shield of the resolute* must succeed on a Will save (DC 17) or be shaken (if they have the same or more HD than the wielder) or frightened (if they have fewer HD). This functions like a gaze attack, so the goblinoids and giants must make saves at the beginning of their turns every round unless they take measures to avoid seeing the *shield of the resolute* (see Chapter 8 in the *Dungeon Master's Guide* for gaze attack rules).

To use this relic, you must worship Moradin and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Strong abjuration; CL 15th; Sanctify Relic, Craft Magic Arms and Armor, *fear, limited wish* or *miracle,* creator must worship Moradin; Price 89,620 gp; Cost 45,320 gp + 3,544 XP; Weight 7-1/2 lb.

Shield of the Severed Hand: This shield's provenance is unrecorded, but it is named for the gory, dripping hand emblazoned on it. The *shield of the severed hand* is a *+4 heavy*

Shield of the resolute

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wooden shield that gives its wielder a free bull-rush attempt at a +4 bonus once per round when the shield is struck in melee by a foe (in other words, when the +6 bonus from the shield was the difference between hitting and missing). When the foe hits the shield, make an immediate bull rush attempt, even if it isn't your turn; you can follow the opponent who gets pushed back if you wish. You can't fall prone during this attempt.

To use this relic, you must worship Gruumsh and either sacrifice a 4th-level divine spell slot or have the True Believer feat and at least 7 HD.

Strong evocation; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *Bigby's forceful hand*, creator must worship Gruumsh; Price 24,800 gp; Cost 12,479 gp + 986 XP.

Shield of the severed hand

Skewer-of-Gnomes: This Small *+3 unholy gnomebane spear* is quasi-sentient and can ready itself against a charge, attacking (and dealing double damage) automatically whenever a foe charges the wielder. The attack uses the wielder's highest base attack bonus and all relevant modifiers, just as if the wielder were making an attack of opportunity.

To use this relic, you must worship Kurtulmak and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong evocation; CL 20th; Sanctify Relic, Craft Magic Arms and Armor, *unholy blight*, creator must worship Kurtulmak; Price 61,900 gp; Cost 31,101 gp + 2,464 XP.

Spear of Retribution: Once in a great while, Gruumsh flings a spear at a cleric he's annoyed with. If that cleric then atones for the transgression and keeps the spear, it becomes a *spear of retribution*. This *+2 spear of returning* becomes a *+4 spear of returning* whenever its wielder attacks someone who dealt damage to the wielder in the previous round. If the wielder received a critical hit in the last round from the target, the *spear of retribution* becomes a *+5 keen spear of returning* against that foe.

To use this relic, you must worship Gruumsh and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Strong transmutation; CL 12th; Sanctify Relic, Craft Magic Arms and Armor, *telekinesis*, creator must worship Gruumsh; Price 14,000 gp; Cost 7,151 gp + 548 XP.

Staff of the Unyielding Oak: These staffs, of which three are known to exist, are treants that have willingly bound themselves into quarterstaff form to aid Obad-Hai's followers. This ability functions like the *changestaff* spell, except that the treant is fully real and can control trees and speak to other treants. If the *staff of the unyielding oak* is reduced to 0 or less hit points, it reverts to staff form and can't be used again for twenty-eight days. The staff can take treant form as often as you like, but it must spend at least half of each day (dawn to dawn) in staff form.

To use this relic, you must worship Obad-Hai and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

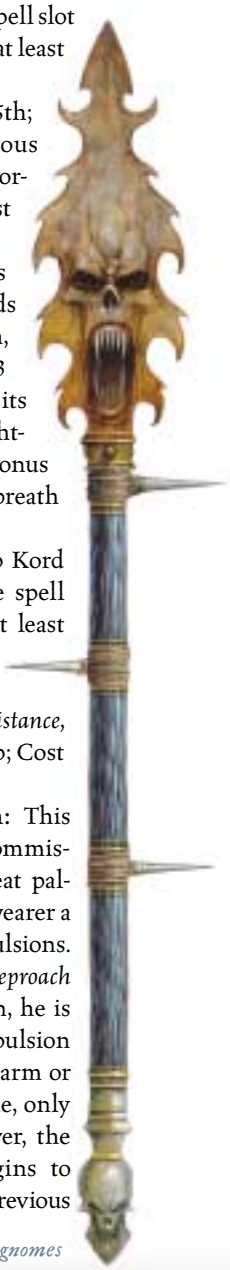
Strong transmutation; CL 15th; Sanctify Relic, Craft Wondrous Item, *changestaff*, creator must worship Obad-Hai; Price 81,600 gp; Cost 41,100 gp + 3,240 XP; Weight 4 lb.

Sword of Mighty Thews: Kord's high clerics forged these greatswords as homages to Kord's signature weapon, *Kelmar*. A *sword of mighty thews* is a *+3 dragonbane greatsword* that renders its wielder immune to a dragon's frightful presence and confers a +4 luck bonus on Reflex saves against a dragon's breath weapon.

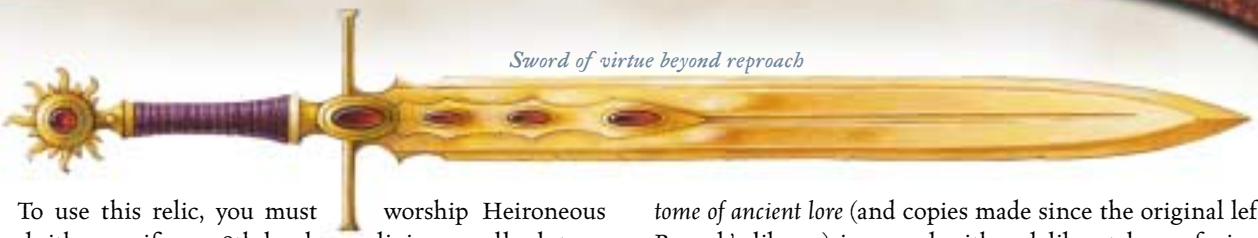
To use this relic, you must worship Kord and either sacrifice a 6th-level divine spell slot or have the True Believer feat and at least 11 HD.

Strong abjuration; CL 18th; Sanctify Relic, Craft Magic Arms and Armor, *resistance*, creator must worship Kord; Price 45,600 gp; Cost 22,975 gp + 1,810 XP.

Sword of Virtue beyond Reproach: This golden *+3 holy longsword*, one of four commissioned from celestial dwarves by the great paladin Tardalius the Headstrong, grants its wearer a measure of respite from charms and compulsions. If the wielder of a *sword of virtue beyond reproach* fails a save against a charm or compulsion, he is free from the effects of the charm or compulsion for 1d4 rounds (DM rolls secretly). The charm or compulsion is not negated during this time, only suppressed. When the 1d4 rounds are over, the character who failed the Will save begins to act on any commands received during previous rounds.



Skewer-of-gnomes



Sword of virtue beyond reproach

To use this relic, you must worship Heironeous and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong abjuration; CL 20th; Sanctify Relic, Craft Magic Arms and Armor, *mind blank*, creator must worship Heironeous; Price 50,000 gp; Cost 25,157 gp + 1,988 XP.

Tabard of the Disembodied: This tabard, said to be among the burial raiments of Shedlazzar IV, takes the wearer to the Ethereal Plane on command (as the *ethereal jaunt* spell) for up to 10 rounds per day, which need not be continuous. The effect is dismissible. While on the Ethereal Plane, the spells you cast affect the Material Plane normally, unlike those of spellcasters who reach the Ethereal Plane by another means.

To use this relic, you must worship Nerull and either sacrifice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

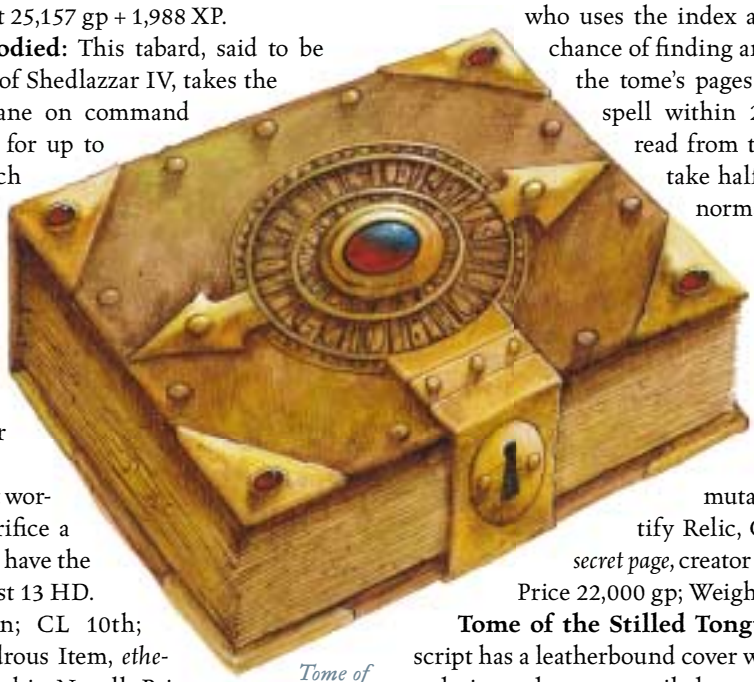
Moderate transmutation; CL 10th; Sanctify Relic, Craft Wondrous Item, *ethereal jaunt*, creator must worship Nerull; Price 68,600 gp; Weight 1 lb.

Tabard of the Great Crusade: These silvery tabards, of which seven are known to exist, are decorated with a simple red cross on the chest. They provide the wearer with damage reduction of 5/evil and grant everyone within 20 feet of the wearer (including the wearer) a +2 morale bonus on all saving throws. Once per day, if someone other than the wearer grasps the hem of a *tabard of the great crusade* (a move action), he is cured of all wounds (as the *heal* spell from a 15th-level caster).

To use this relic, you must worship St. Cuthbert and either sacrifice an 8th-level divine spell slot or have the True Believer feat and at least 15 HD.

Strong conjuration; CL 15th; Sanctify Relic, Craft Wondrous Item, *heal*, creator must worship St. Cuthbert; Price 68,800 gp.

Tome of Ancient Lore: Allegedly penned by Boccob himself and "borrowed" from his library, this leather-bound book is overstuffed with yellowing sheets of parchment. Its magical pages contain every conceivable spell, but the *tome of ancient lore* (and copies made since the original left Boccob's library) is cursed with a deliberately confusing, everchanging system of cross-referencing. The pages within the tome rearrange themselves, apparently at random. Finding anything useful by browsing is impossible, but a reader who uses the index at the back has a 90% chance of finding any arcane spell within the tome's pages (retries for the same spell within 24 hours fail). Spells read from the *tome of ancient lore* take half as long to prepare as normal.



Tome of ancient lore

To use this relic, you must worship Boccob and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Moderate transmutation; CL 10th; Sanctify Relic, Craft Wondrous Item, *secret page*, creator must worship Boccob; Price 22,000 gp; Weight 2 lb.

Tome of the Stilled Tongue: This thick manuscript has a leatherbound cover with a gory decoration: a desiccated tongue nailed to the front of the book (belonging to a former cleric of Vecna who couldn't keep her order's secrets). Five copies are known to exist. A *tome of the stilled tongue* contains instructions for creating a lich's phylactery and 2d4 wizard spells of each level 6th through 9th. It also contains 500 blank spell pages that function as those in *Boccob's blessed book*.

Tome of the stilled tongue

The *tome of the stilled tongue* also contains directions for eldritch mental exercises designed to strengthen one's spellcasting. Anyone who reads this section of the tome, which takes a total of 48 hours over a minimum of six days, increases his effective caster level by 2 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks. However, the exercises are mystically strenuous, permanently reducing the reader's Constitution score by 2.

To use this relic, you must worship Vecna and either sacri-

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fice a 7th-level divine spell slot or have the True Believer feat and at least 13 HD.

Strong transmutation; CL 17th; Sanctify Relic, Craft Wondrous Item, Scribe Scroll, *secret page*, creator must worship Vecna; Price 34,850 gp; Weight 5 lb.

STAFFS

Like the staffs described in Chapter 7 of the *Dungeon Master's Guide*, these staffs contain multiple spells that use spell trigger activation. Each staff uses the wielder's ability score and relevant feats to set the DC of saves and spell penetration checks against their spells. Unlike other sorts of magic items, the wielder can use his caster level when activating the power of a staff if it's higher than the caster level of the staff. The minimum caster level of a staff is 8th.

A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Table 4–2: Staffs

Staff	Market Price
Oaken battle	13,500 gp
Fauna	19,406 gp
Pain	27,844 gp
The beatific, lesser	28,366 gp
The diabolical, lesser	28,366 gp
The saintly, lesser	28,366 gp
The wanton, lesser	28,366 gp
True belief	31,688 gp
Vaporous menace	36,094 gp
Winds	37,969 gp
Building	38,156 gp
Planar defense	44,344 gp
Homeland	48,469 gp
The gaol	51,563 gp
Hunting spirits	66,938 gp
The beatific, greater	78,750 gp
The diabolical, greater	78,750 gp
The saintly, greater	78,750 gp
The wanton, greater	78,750 gp
Soul-ward	82,417 gp
The jetstream	89,250 gp
Storms	118,125 gp

The Beatific, Lesser: This staff, which benefits chaotic good spellcasters the most, allows use of the following spells:

- *Dispel evil* (2 charges)
- *Dispel law* (2 charges)
- *Chaos hammer* (1 charge)
- *Holy smite* (1 charge)

Moderate abjuration; CL 9th; Craft Staff, *chaos hammer, dispel evil, dispel law, holy smite*; Price 28,266 gp.

The Beatific, Greater: A more powerful version of *lesser staff of the beatific*, this staff allows use of the following spells:

- *Cloak of chaos* (2 charges)
- *Holy aura* (2 charges)
- *Word of chaos* (1 charge)
- *Holy word* (1 charge)

Strong abjuration; CL 15th; Craft Staff, *cloak of chaos, holy aura, holy word, word of chaos*; Price 78,750 gp.

Building: This wooden staff, exactly 3 feet long and notched every inch, allows use of the following spells:

- *Animate objects* (2 charges)
- *Wall of stone* (1 charge)
- *Major creation* (1 charge)

Moderate conjuration; CL 11th; Craft Staff, *animate objects, major creation, wall of stone*; Price 38,156 gp.

The Diabolical, Lesser: This staff, which benefits lawful evil spellcasters the most, allows use of the following spells:

- *Dispel good* (2 charges)
- *Dispel chaos* (2 charges)
- *Order's wrath* (1 charge)
- *Unholy blight* (1 charge)

Moderate abjuration; CL 9th; Craft Staff, *dispel chaos, dispel good, order's wrath, unholy blight*; Price 28,266 gp.

The Diabolical, Greater: A more powerful version of *lesser staff of the diabolical*, this staff allows use of the following spells:

- *Shield of law* (2 charges)
- *Unholy aura* (2 charges)
- *Dictum* (1 charge)
- *Blasphemy* (1 charge)

Strong abjuration; CL 15th; Craft Staff, *blasphemy, dictum, shield of law, unholy aura*; Price 78,750 gp.

Fauna: This staff, often created by druids to store spells for their animal companions, allows use of the following spells:

- *Animal growth* (2 charges)
- *Barkskin* (1 charge)
- *Greater magic fang* (1 charge)

Moderate transmutation; CL 9th; Craft Staff, *animal growth, barkskin, greater magic fang*; Price 19,406 gp.

Staff of fauna

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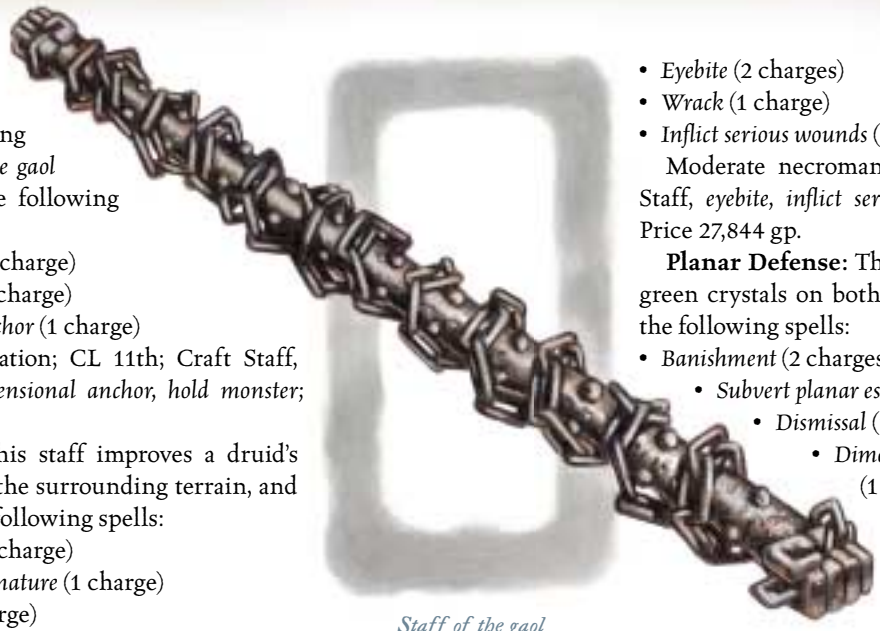
The Gaol: Used to trap foes without killing them, a *staff of the gaol* allows use of the following spells:

- *Hold monster* (1 charge)
- *Blade barrier* (1 charge)
- *Dimensional anchor* (1 charge)

Moderate evocation; CL 11th; Craft Staff, *blade barrier, dimensional anchor, hold monster;* Price 51,563 gp.



Staff of the gaol

Homeland: This staff improves a druid's connection with the surrounding terrain, and allows use of the following spells:

- *Find the path* (1 charge)
- *Commune with nature* (1 charge)
- *Forestfold* (1 charge)

Moderate divination; CL 11th; Craft Staff, *commune with nature, find the path, forestfold;* Price 48,469 gp.

Hunting Spirits: This white-ash staff allows use of the following spells:

- *Phantom bear* (2 charges)
- *Phantom wolf* (1 charge)

Strong conjuration; CL 17th; Craft Staff, *spirit bear, spirit wolf;* Price 66,938 gp.

Incarnation: This iron-shod staff, often decorated with the holy symbol of a specific deity, allows use of the following spells:

- *Greater incarnation* (3 charges)
- *Incarnation* (2 charges)
- *Lesser incarnation* (1 charge)

Strong conjuration; CL 17th; Craft Staff, *greater incarnation, incarnation, lesser incarnation;* Price 60,563 gp.

The Jetstream: The *staff of the jetstream,* made of teak with gold filigree, allows use of the following spells: • *Greater whirlwind* (2 charges)

- *Wind walk* (1 charge)
- *Whirlwind* (1 charge)

Strong conjuration; CL 17th; Craft Staff, *greater whirlwind, whirlwind, wind walk;* Price 89,250 gp.

Oaken Battle: Intended to help a druid protect herself in the wild, this thick staff of black oak allows use of the following spells:

- *Shillelagh* (1 charge)
- *Spikes* (1 charge)

Moderate transmutation; CL 8th; Craft Staff, *shillelagh, spikes;* Price 13,500 gp.

Pain: This staff, which has thornlike spikes carved across swaths of its surface, allows use of the following spells:

- *Eyebite* (2 charges)
- *Wrack* (1 charge)
- *Inflict serious wounds* (1 charge)

Moderate necromancy; CL 11th; Craft Staff, *eyebite, inflict serious wounds, wrack;* Price 27,844 gp.

Planar Defense: This silvery staff with green crystals on both ends allows use of the following spells:

- *Banishment* (2 charges)
- *Subvert planar essence* (1 charge)
- *Dismissal* (1 charge)
- *Dimensional anchor* (1 charge)

Moderate abjuration; CL 11th; Craft Staff, *banishment, dimensional anchor, dismissal, subvert planar essence;* Price 44,344 gp.

The Saintly, Lesser: This staff, which benefits lawful good spellcasters the most, allows use of the following spells:

- *Dispel evil* (2 charges)
- *Dispel chaos* (2 charges)
- *Order's wrath* (1 charge)
- *Holy smite* (1 charge)

Moderate abjuration; CL 9th; Craft Staff, *dispel chaos, dispel evil, holy smite, order's wrath;* Price 28,266 gp.

The Saintly, Greater: A more powerful version of *lesser staff of the saintly,* this staff allows use of the following spells:

Staff of the jetstream

Illus. by R. Spencer

- *Shield of law* (2 charges)
- *Holy aura* (2 charges)
- *Dictum* (1 charge)
- *Holy word* (1 charge)

Strong abjuration; CL 15th; Craft Staff, *dictum, holy aura, holy word, shield of law*; Price 78,750 gp.

Soul-Ward: This supple staff of sumac, favored by clerics who face off against undead, allows use of the following spells:

- *Greater restoration* (3 charges)
- *Death ward* (1 charge)
- *Restoration* (1 charge)

Strong conjuration; CL 13th; Craft Staff, *death ward, greater restoration, restoration*; Price 82,417 gp.

Storms: A gnarled staff favored by powerful druids, a *staff of storms* allows use of the following spells:

- *Storm tower* (1 charge)
- *Stormrage* (1 charge)
- *Storm of elemental fury* (1 charge)
- *Control weather* (1 charge)

Strong transmutation; CL 15th; Craft Staff, *control weather, storm of elemental fury, storm tower, stormrage*; Price 118,125 gp.

True Belief: This maple staff, designed both to reward the faithful and punish the unbelievers, allows use of the following spells:

- *Righteous wrath of the faithful* (2 charges)
- *Castigate* (1 charge)

Strong enchantment; CL 13th; Craft Staff, *castigate, righteous wrath of the faithful*; Price 31,688 gp.

Vaporous Menace: Containing spells that choke the life from enemies, this staff allows use of the following spells:

- *Acid fog* (2 charges)
- *Miasma* (1 charge)
- *Murderous mist* (1 charge)

Moderate conjuration; CL 11th; Craft Staff, *acid fog, miasma, murderous mist*; Price 40,094 gp.

The Wanton, Lesser: This staff, which benefits chaotic evil spellcasters the most, allows use of the following spells:

- *Dispel good* (2 charges)
- *Dispel law* (2 charges)
- *Chaos hammer* (1 charge)
- *Unholy blight* (1 charge)

Moderate abjuration; CL 9th; Craft Staff, *chaos hammer, dispel good, dispel law, unholy blight*; Price 28,266 gp.

The Wanton, Greater: A more powerful version of *lesser staff of the wanton*, this staff allows use of the following spells:

- *Cloak of chaos* (2 charges)
- *Unholy aura* (2 charges)
- *Word of chaos* (1 charge)
- *Blasphemy* (1 charge)

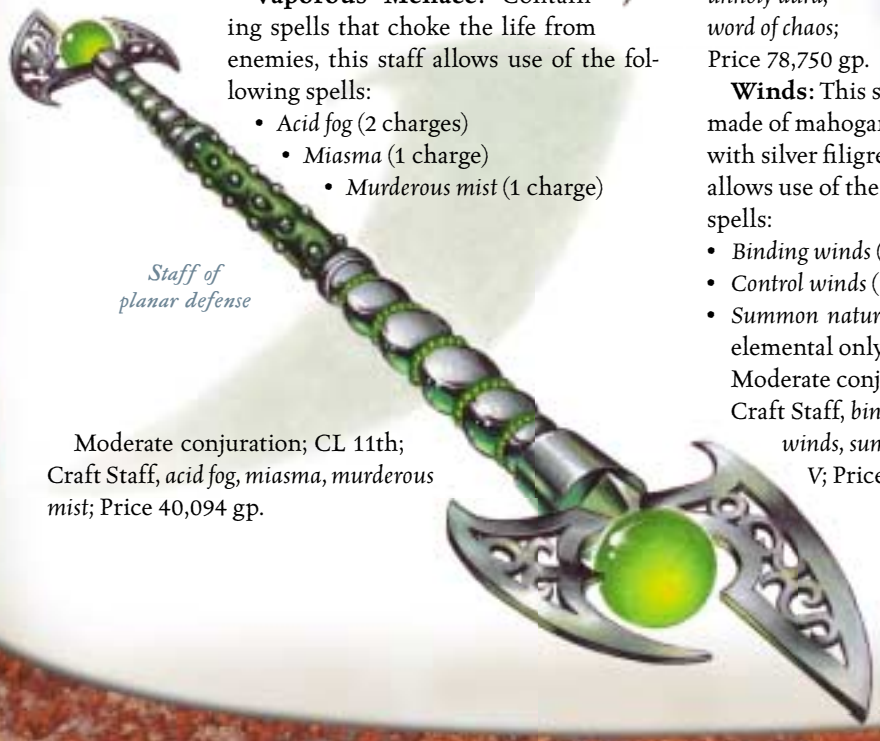
Strong abjuration; CL 15th; Craft Staff, *blasphemy, cloak of chaos, unholy aura, word of chaos*; Price 78,750 gp.

Winds: This staff, made of mahogany with silver filigree, allows use of the following spells:

- *Binding winds* (1 charge)
- *Control winds* (1 charge)
- *Summon nature's ally V* (Large air elemental only) (1 charge)

Moderate conjuration; CL 9th; Craft Staff, *binding winds, control winds, summon nature's ally V*; Price 37,969 gp.

Staff of pain



Staff of planar defense

Staff of storms

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Illus. by Scott Rolter

The following gods supplement those found in Chapter 6 of the *Player's Handbook*. Some are drawn from the monster entries in the *Monster Manual*, and many are old favorites from the *World of Greyhawk* campaign setting.

WHICH GODS SHOULD YOU USE?

If you don't want to go to the trouble of creating your own pantheon of deities, you can use just the core deities, supplementing them with other gods as you need to. The core deities cover the major portfolios, while the other Greyhawk gods are more narrowly focused. If you introduce too many deities into your game, you risk diluting the impact of each one. A pantheon of between a dozen and two dozen important deities works well for most D&D campaigns.

Use noncore deities when the ongoing story veers into their area of influence, or when a player wants an unusual patron deity for her character. For example:

- The PCs first hear of Wastri when they meet one of his cults rebuilding a swampy fortress.
- The elderly master of a monk order is a follower of Rao, but most of his younger disciples venerate Zuoken instead.
- A player wants to play a PC who is a former pirate that worships Procan.

Likewise, the monster deities provide unusual clerics for the PCs to face, but they don't often have much impact beyond the reach of their followers.

READING THE DEITY DESCRIPTIONS

The deity descriptions have the following elements.

Portfolios: Every deity has certain aspects of existence over which it has dominion, power, and control. Collectively, these aspects represent the deity's portfolio. Deities are concerned about and involved with their portfolios, and they are often strongest in power when acting to safeguard the prominence of their portfolios. Ehlonna, for example is the goddess of the woodlands, so forests are the dominant aspect of her portfolio. Gruumsh is the deity of the orcs, so orcs are in his portfolio. But so is the notion of territory—and the two aspects of his portfolio often interconnect because orcs are so warlike and territorial.

Domains: A list of the deity's domains, described in Chapter 5 of this book or Chapter 11 of the *Player's Handbook*. Sometimes the domains match the portfolios exactly. For example, Pelor is the god of the sun, so of course he has the Sun domain.

With other deities, the domains are those likely to assist the clerics doing the deity's bidding. Vecna, the god of secrets, has Evil, Knowledge, and Magic as his domains. Domains marked with an asterisk are in addition to those given in the deity's description in the *Player's Handbook* and are presented in this book.

Cleric Training: How the deity acquires and teaches new followers—especially clerics—varies widely from god to god. Most religions are broad enough to encompass many sects, so not every cleric has undergone the particular training described.

Quests: The kinds of missions a deity sends its followers on depend heavily on alignment, portfolio, and historical rivalries.

Prayers: Each religion has its own way of communicating with the deity. Players of clerics or other devout PCs can alter their speech to correspond with their religious tradition when speaking in character.

Temples: Places of worship, called temples here for consistency's sake, vary from Obad-Hai's oak groves to the stained-glass cathedrals of Pelor. Many provide healing, information, or other services to those allied with their faith.

Rites: Different religions celebrate and honor different in different ways, depending on the deity's portfolio and alignment. Player characters can take part in—or try to disrupt—the ceremonies of a particular deity.

Relics: Ranging from minor wondrous items to powerful artifacts, relics are magic items tied to the worship of a particular deity. Most are described in Chapter 4.

Herald and Allies: A deity's herald is the creature it often sends to the Material Plane when it needs to intervene in mortal affairs. Allies are the creatures the deity sends in response to *lesser planar ally*, *planar ally*, and *greater planar ally* spells, respectively.

CORE D&D GODS

The following deities are represented in the *Player's Handbook*, except for Bahamut, Kurtulmak, Lolth, and Tiamat—four new additions to the core pantheon.

Bahamut

Lesser God (Lawful Good)

Bahamut, revered by good dragons, is stern and disapproving of evil, but kind and helpful to the downtrodden and dispossessed. He teaches his followers to strive against evil wherever they can, and to help others become strong enough to resist evil by themselves. He appears as a long, sinuous dragon with platinum scales and catlike eyes of shifting colors.

Portfolio: Good dragons, wind.

Domains: Air, Cold*, Good, Luck, Protection

Cleric Training: Bahamut's few nondragon clerics learn the Platinum Dragon's teachings at the foot of a dragon, usually an older gold or silver dragon in humanoid form.

Illus. by R. Sardinha

Bahamut

Table 5–1: Core Deities

Name	Portfolio	AL	Domains	Fav Weapon	Rank
Bahamut	good dragons, wind	LG	Air, Cold*, Good, Luck, Protection	bite or heavy pick	L
Boccob	magic, knowledge	N	Knowledge, Magic, Mind*, Oracle*, Trickery	quarterstaff	G
Corellon Larethian	elves, magic, music, arts	CG	Chaos, Community*, Good, Protection, War	longsword	G
Ehlonna	forests, flora and fauna, fertility	NG	Animal, Celerity*, Good, Plant, Sun	longsword	I
Erythnul	slaughter, panic	CE	Chaos, Evil, Madness*, Trickery, War	morningstar	I
Fharlanghn	roads, travel, distance	N	Celerity*, Luck, Protection, Travel, Weather*	quarterstaff	I
Garl Glittergold	gnomes, humor, gemcutting	NG	Community*, Creation*, Good, Protection, Trickery	battleaxe	G
Gruumsh	orcs, war, territory	CE	Chaos, Domination*, Evil, Strength, War	spear	G
Heironeous	valor, chivalry, war, daring	LG	Glory*, Good, Inquisition*, Law, War	longsword	I
Hextor	tyranny, war, conflict, fitness	LE	Destruction, Domination*, Evil, Law, War	flail	I
Kord	strength, athletics, courage	CG	Chaos, Competition*, Good, Luck, Strength	greatsword	I
Kurtulmak	kobolds, traps	LE	Evil, Law, Luck, Trickery	spear	I
Lolth	drow, spiders, darkness	CE	Chaos, Destruction, Evil, Trickery	whip	I
Moradin	dwarves, smithing, engineering	LG	Creation*, Earth, Good, Law, Protection	warhammer	G
Nerull	death, murder, underworld	NE	Death, Evil, Pestilence*, Trickery	scythe	G
Obad-Hai	nature, freedom, hunting, beasts	N	Air, Animal, Earth, Fire, Plant, Water, Weather*	quarterstaff	I
Olidammara	rogues, music, revelry, tricks	CN	Celerity*, Chaos, Luck, Mind*, Trickery	rapier	I
Pelor	sun, light, healing	NG	Glory*, Good, Healing, Strength, Sun	heavy mace	G
St. Cuthbert	retribution, wisdom, zeal, discipline	LN	Destruction, Domination*, Law, Protection, Strength	heavy mace	I
Tiamat	evil dragons, conquest	LE	Destruction, Evil, Law, Trickery	bite or heavy pick	L
Vecna	secrets, intrigue	NE	Evil, Knowledge, Madness*, Magic	dagger	L
Wee Jas	death, magic, vanity	LN	Death, Domination*, Law, Magic, Mind*	dagger	I
Yondalla	halflings, explorers	LG	Community*, Creation*, Good, Law, Protection	short sword	G

* New domain described in Chapter 7 of this book.

The relationship is one of teacher and student, with the duo typically traveling to see the effects of injustice and cruelty firsthand.

Quests: Wherever honest folk struggle under the yoke of oppression, Bahamut's followers are found, striving to protect the righteous from evil. Sometimes worshipers of Bahamut wear their affiliation proudly, charging into battle with the Platinum Dragon as their standard. Just as often, however, the worshipers work undercover and behind the scenes. Common missions include rescuing a village from a rapacious warlord, breaking up a cabal of foul necromancers, or riding at the vanguard of an army that assaults the gates of Hell itself.

Prayers: Many of Bahamut's proverbs take the form "To [action] is [assessment]." For example, "To oversleep is folly," or "To smite evil is laudable."

Temples: Temples to Bahamut are almost all shrines within the current or former lairs of dragons. They're good places to go to ask about ancient lore or get something translated from Draconic—but they're often in remote, forbidding places. When your fellow worshipers are all dragons, you needn't bother with elaborate temple defenses.

Rites: Bahamut's worshipers often celebrate believers who enter some new stage in their life: starting a business venture, becoming a soldier, getting married, and so forth.

Herald and Allies: Bahamut generally sends an old or older gold dragon as his herald. Allies are hound archons, trumpet archons, and planetars.

Relics: *Gauntlet of the talon, platinum helm.*

Boccob

Greater God (Neutral)

Boccob is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Magic, knowledge

Domains: Knowledge, Magic, Mind*, Oracle*, Trickery.

Cleric Training: Boccob's clerics are alert for signs of magical aptitude among youngsters, and they offer education to any youth they deem worthy of the privilege, whether noble or commoner. Clerics of Boccob almost always learn their prayers and sacraments in a classroom at a major temple-college.

Quests: Anything that involves powerful magic involves the followers of Boccob. Creating or destroying artifacts, uncovering new kinds of magic, and traveling the Outer Planes are all common quests. A follower of Boccob might rescue a sorcerer captured by bugbears, brave a ruin to retrieve an ancient spellbook, or break up a cult of ur-priests seeking to cut off magic power to all but themselves.

Prayers: Prayers to Boccob have remarkably florid language. One common one begins, "Hail and I greet you, Boccob, Master of Magic, All-Seeing, All-Potent Revealer of Mysteries Beyond Compare, Whose Perspicacity knows no boundaries, most puissant protector of the eldritch realms, both known and unknown…"

Temples: Boccob favors tall, round towers for his temples. Almost all have colleges for the study of both divine and arcane magic, and visitors are as likely to meet wizards as clerics inside. Most Boccob temples provide magic item identification and a number of divinations to the public.

Rites: Boccob's followers celebrate powerful magic in all its forms, performing ceremonies when a magic item is made or a new spell discovered. Many high-level followers make pilgrimages to other planes to see magic in action.

Herald and Allies: On the rare occasions when Boccob deigns to use a herald, it's almost always a 20th-level wizard. Allies are janni genies, invisible stalkers, and Huge elementals (any kind).

Relics: *Rod of reversal, tome of ancient lore.*

Corellon Larethian

Greater God (Chaotic Good)

Corellon Larethian is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Elves, magic, music, arts.

Domains: Chaos, Community*, Good, Protection, War.

Cleric Training: Because elves are so long-lived, Corellon's clerics can afford to spend years observing potential recruits before initiating them into the mysteries of the faith. Once a new cleric-to-be gets an invitation to join the clergy, he spends much time in meditation, quiet academic study, and artistic endeavors.

Quests: Corellon wants to protect the elven people from harm, naturally. Beyond that, he wants to return to the elves the lost artistic masterpieces of their heritage, and he tries to thwart the drow at every opportunity. Corellon's followers find themselves protecting villages from gnoll incursions, stealing into evil temples to recover ancient elven tomes of lore, and destroying underground fortresses full of vampiric drow clerics.

Prayers: Corellon's prayers are always in Elvish. They often begin, "Hei-Corollon shar-shelevu," which means "Corellon, may your grace grant…"

Temples: In an elven city, the temple to Corellon Larethian is often an alabaster wonder of minarets and parapets. In smaller communities, the temple often takes the form of a massive treehouse hundreds of feet above the forest floor. Most temples are eager to aid traveling elves in any way they can—and other races as well if they're fighting the hated drow.

Rites: Corellon's rites are integrated with elven society, celebrating births, honoring deceased believers, and blessing marriages. Before a battle, believers often recite a Litany of the Arrows.

Herald and Allies: Corellon uses celestial elves who are 20th-level clerics as his heralds. They are always consummate archers. Allies are bralani eladrins, ghaele eladrins, and planetars.

Relics: *Bow of the wintermoon, millennial chainmail.*

Ehlonna

Intermediate Goddess (Neutral Good)

Ehlonna is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Forests, flora and fauna, fertility.

Domains: Animal, Celerity*, Good, Plant, Sun.

Cleric Training: Clerics of Ehlonna are often trained one-on-one by higher-level clerics, and the forest is the classroom. Even a low-level cleric can identify a tree by its leaf and a bird by its song.

Quests: Anything that threatens the health and growth of the forest is anathema to Ehlonna's followers. They root out goblin warbands hiding in the woods, stop raging forest fires, and defeat evil blighters who twist the forest to their evil ends.

Prayers: A typical prayer to Ehlonna first references two positive aspects of the forest. For example, a sunset prayer might start with "Golden leaves/And tall trees/Shelter us this night."

Temples: Almost every temple to Ehlonna is a camouflaged lodge deep in the forest. They're good places to find healing and rangers who can track evil interlopers in the forest or guide visitors safely through the woods.

Rites: Ehlonna's ceremonies take place in the forest when possible. Most cover various aspects of fertility, and children figure prominently in many.

Herald and Allies: Ehlonna's herald is a planetar angel riding a celestial charger unicorn. Allies are hound archons, leonal guardinals, and planetars.

Relics: *Ehlonna's seed-pouch, raptor's arrow.*

Erythnul

Intermediate God (Chaotic Evil)

Erythnul is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Slaughter, panic.

Domains: Chaos, Evil, Madness*, Trickery, War.

Cleric Training: Clerics of Erythnul get most of their training in large temples (where they'll witness live sacrifice after live sacrifice) or in the army (where they'll witness the horrors of war). A higher-level cleric looks over a number of novice clerics, trying to frighten them into rejecting the path they've chosen. Those who don't flinch after repeated tests become Erythnul's new clerics.

Quests: Anything that creates mass slaughter or mass hysteria pleases Erythnul, so his followers might finish off the dying on a battlefield, make sure a shaky cease-fire falls apart, or simply pillage the countryside, killing or maiming everyone they find.

Prayers: Erythul favors simple rhyming chants—and the gorier the subject matter, the better. "First we slay and then we flay!/From skin to bone, you beg and moan!"

Temples: Erythnul raises massive altars quickly at battlefields, where their followers slaughter in the name of their god. If the tides of war take them elsewhere, they may abandon their altars, leaving the area *unhallowed, desecrated,* and a prime lair for other evil creatures.

Rites: For obvious reasons, Erythnul's rites are generally sacrificial. Captured soldiers from a previous battle are often sacrificed at dawn before combat starts in a "Bloody Howl" ceremony that inspires Erythnul's followers to greater slaughters.

Herald and Allies: A balor is Erythnul's favorite choice for herald. Allies are howlers, glabrezu demons, and nalfeshnee demons.

Relics: *Executioner's hood, morningstar of the many.*

Fharlanghn

Intermediate God (Neutral)

Fharlanghn is described in Chapter 6 of the *Player's Handbook*.

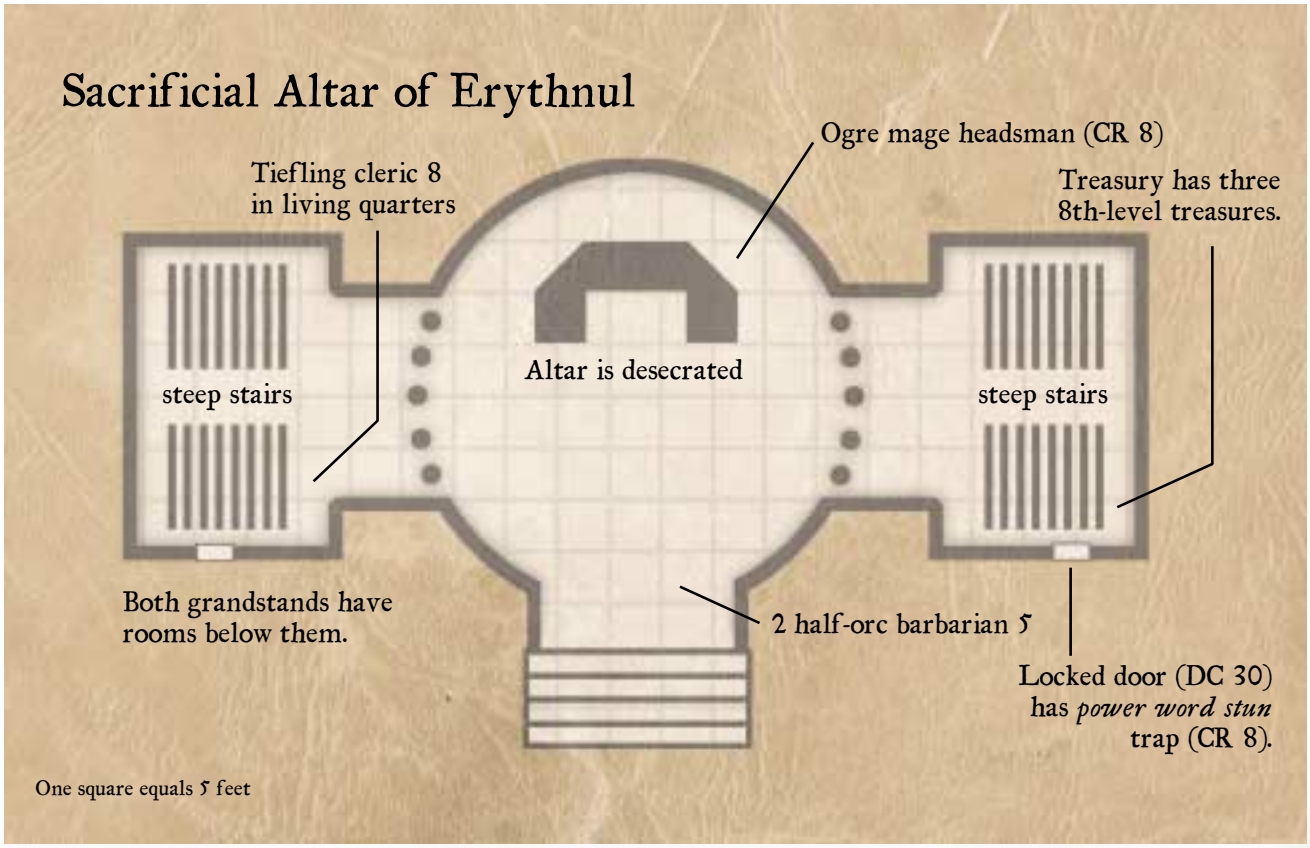
Portfolio: Roads, travel, distance.

Domains: Celerity*, Luck, Protection, Travel, Weather*.

Cleric Training: "The road is the best teacher," say the worshipers of Fharlanghn. A higher-level cleric takes a half-dozen or so recruits on a long journey, where they'll help fellow travelers, see the wider world, and take part in any number of misadventures. The only way to flunk out of Fharlanghn's training is to ask when the journey will be over—those faithful to Fharlanghn know that the journey never ends.

Quests: Any quest involving long journeys can involve Fharlanghn as well. His followers often guard caravans, explore mysterious islands, and maintain a series of portals between worlds.

Prayers: Fharlanghn teaches through short anecdotes, many of which feature a wise old man traveling with a foolish young man. There are more than a hundred stories that involve the two of them crossing a river, for example.



Temples: Fharlanghn doesn't have many large temples, but wayside shrines to him are common. At major crossroads and port cities, shrines to Fharlanghn provide fast horses and sturdy sailing ships.

Rites: Because his followers are often on the move, Fharlanghn's rites are often short and to the point. Many Fharlanghn worshipers rely the ceremonies of allied deities for such things as marriages and funerals.

Herald and Allies: Fharlanghn uses 17 HD ghaele eladrins as his heralds. Allies are Medium elementals (any), Large elementals (any), and elder arrowhawks.

Relics: *Boots of the unending journey, rapier of unerring direction.*

Garl Glittergold

Greater God (Neutral Good)

Garl Glittergold is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Gnomes, humor, gemcutting.

Domains: Community*, Creation*, Good, Protection, Trickery.

Cleric Training: Most of Garl Glittergold's rituals involve the whole community, so his clerics have plenty of opportunities to recruit those who show a particular combination of duty to community and mischievous humor. An older cleric typically teaches three or four students by example, explaining Garl Glittergold's ways as he attends to the needs of the gnomes in his care.

Quests: Followers of Garl Glittergold find themselves guarding the welfare of gnome communities, delving deep for gems, and fighting the goblinoid enemies of the race. Typical quests include battling a tribe of kobold raiders, pulling a good-natured prank on an arrogant human king, and seeking the long-lost Ebondark Gem Mine on the Elemental Plane of Earth.

Prayers: Many of Garl Glittergold's prayers are performed call-and-response style, with the leader posing a riddle and everyone answering it in unison. "Glittergold asks: What is our joy?/To delve for treasures and guard our hearth."

Temples: Garl Glittergold's temples take the form of unassuming, often magically hidden shrines and chapels. Many are underground. The temple clergy are usually eager to help a traveling gnome any way they can.

Rites: The ceremonies of Garl Glittergold are flashy affairs full of illusion and mystery, often attracting curious gnomes from miles around. Most rites extol the gnome virtues of cleverness and craftsmanship—blessing a masterwork item, a new gem mine, or the top students in a school are common.

Herald and Allies: The heralds of Garl Glittergold are 20th-level celestial gnome bards. Allies are bralani eladrins, leonal guardinals, and elder xorns.

Relics: *Gem of the glitterdepth, hooked hammer of the hearthfire.*

Gruumsh

Greater God (Chaotic Evil)

Gruumsh is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Orcs, war, territory.

Domains: Chaos, Domination*, Evil, Strength, War.

Cleric Training: Most orc warbands have a cleric of Gruumsh attached to them, and sometimes she'll "adopt" a soldier, passing on the teachings of Gruumsh while the army is on the march. At some point, generally during a major battle, the student-soldier graduates by casting his first spell.

Quests: Followers of Gruumsh feel they have a duty to direct and organize the natural proclivity of orcs for warfare. They'll hunt down elves in their forest homes, encourage tribal chieftains to sack human cities, and act as emissaries to the goblinoid tribes that often join their great hordes.

Prayers: Every single known prayer to Gruumsh begins with "Kharg-hark," the Orcish word for "revenge," even if the prayer is not related to vengeance.

Temples: Gruumsh's temples are essentially military camps with as many fighters and barbarians as clerics. The largest temples feature gladiatorial arenas where wagering is common and the best gladiators can earn great treasure.

Rites: The most famous rite in Gruumsh-worship is the Ritual of the Poles. After a battle, orcs mark their new territory by pounding longspears into the ground at the boundary, point up. Placed on each spear-point is the head of a fallen foe.

Herald and Allies: Gruumsh sends 20th-level fiendish orc barbarians to the Material Plane as his heralds. Allies are flamebrother salamanders, hezrou demons, and marilith demons.

Relics: *Shield of the severed hand, spear of retribution.*

Heironeous

Intermediate God (Lawful Good)

Heironeous is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Valor, chivalry, war, daring.

Domains: Glory*, Good, Inquisition*, Law, War.

Cleric Training: Many of Heironeous's clerics begin their training as pages to a cleric or paladin of Heironeous, absorbing the code of chivalry as they see it lived before their very eyes. Pages that show promise become squires, then full-fledged clerics.

Quests: The traditional chivalric quests are the bread and butter of a follower of Heironeous. They joust against the mysterious Black Knight, rescue the princess from the dragon, and lead the vanguard of a shining army of good.

Prayers: Many of Heironeous's teachings are collected in a series of numbered analects, which worshipers are fond of quoting: "The 34th Analect states, 'Never die easy; strive always for a valorous end.' "

Temples: A typical temple to Heironeous looks like a fortified castle. Most feature a large, grassy area where knights can joust and soldiers can drill. Most temples provide healing and other spellcasting for those fighting the forces of evil.

Rites: Heironeous's followers are eager to recognize bravery, chivalry, and other battlefield virtues in a ceremony that culminates in a medal or other decoration given from the clergy to a warrior—sometimes posthumously.

Herald and Allies: A solar is Heironeous's herald. Allies are hound archons, trumpet archons, and hound archon heroes.

Relics: *Helm of the purple plume, sword of virtue beyond reproach.*

Hextor

Intermediate God (Lawful Evil)

Hextor is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Tyranny, war, conflict, fitness.

Domains: Destruction, Domination*, Evil, Law, War.

Cleric Training: Hextor's religion is organized in military style, so "superior officers" put would-be clerics through rigorous, harsh training. Only those strong enough to put up with months of abuse become clerics of Hextor. Not surprisingly, they're eager to turn the tables and establish dominance over others.

Quests: Hextor's followers are obsessed with having "lessers" under their heel. They establish themselves as the state religion wherever they can, join the crusades of despotic conquerors, and force local lords to kneel before them.

Prayers: Worshipers of Hextor generally express concepts as laws, such as "The slave shall not contradict the master, for such is the Law of Hextor." They also exclaim, "He will be obeyed!" a lot.

Temples: Hextor's followers build their fortress-temples at mountain passes, river crossings, and other sites of strategic importance. They often have massive forges where they build weapons and armor for those aiding the cause of tyranny.

Rites: The hierarchical structure of Hextor-worship lends itself to a number of rites that honor relationships between two unequal partners, such as master-slave or officer-soldier.

Herald and Allies: Hextor sends a pit fiend to the Material Plane when he needs a herald. Allies are bearded devils, barbed devils, and horned devils.

Relics: *Chain of obeisance, gauntlets of the blood-lord.*

Kord

Intermediate God (Chaotic Good)

Kord is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Strength, athletics, courage.

Domains: Chaos, Competition*, Good, Luck, Strength.

Cleric Training: Would-be clerics of Kord come into the faith one of two ways. Most succeed on some feat of strength (often at a local carnival or sporting competition), drawing the admiration of a cleric of Kord. Less often, a youth attains notoriety for his sickly nature, but a cleric of Kord notices how passionately the child craves strength. Either way, becoming a cleric of Kord involves rigorous physical training, including calisthenics, running, and practice in any number of specific sports.

Quests: Kord's followers love any quest where they can prove their strength, especially if it involves direct competition with someone else. Winning in a gladiator arena, climbing an unassailable mountain, and slaying a great wyrm dragon are all pleasing to Kord.

Prayers: Kord favors rhythmic chanting and clapping, the louder the better. Many of his chants feature syllables that exist strictly to maintain the rhythm, such as "Ah re, ah ree, Kord the Mighty…"

Temples: A temple to Kord is often a sprawling dwelling open to the air. Some feature gymnasiums, fields for athletic competition, and gladiator arenas. They provide training for nearly every physical endeavor.

Rites: Kord's rites are brief, lasting just a few minutes. They're joyous, dancing ceremonies at the end of a battle or a long-term feat of strength, such as raising a barn or moving stones to form a hedgerow.

Herald and Allies: A titan is Kord's favorite herald. Allies are bralani eladrins, ghaele eladrins, and Huge earth elementals.

Relics: *Belt of the champion, sword of mighty thews.*

Kurtulmak

Intermediate God (Lawful Evil)

Kurtulmak is a savage deity who teaches the kobolds to defend themselves and assault the unwary by any means necessary, including the traps of which he's fond. He appears as a particularly massive, green-and-black kobold. He has a particular hatred for gnomes.

Portfolio: Kobolds, traps

Domains: Evil, Law, Luck, Trickery.

Cleric Training: Kurtulmak insists that his clerics train under military discipline, learning doctrines for setting ambushes, building defenses, and otherwise defending the kobold people. The final test for a would-be cleric is to survive a run down a corridor filled with deadly traps.

Quests: Anything that enhances the stature of the kobolds is a boon to Kurtulmak. Collapsing a series of gnome burrows, convincing a dragon to live among a kobold tribe, and building a trap-filled set of kobold warrens are all typical quests.

Prayers: Many of Kurtulmak's prayers reference dragons and reptiles, such as "O Watcher, I slither before your scaly majesty."

Temples: Kurtulmak's temples are claustrophobic warrens bristling with traps, but they often have the accumulated wealth of a kobold community in their treasury.

Rites: Kurtulmak blesses births and honors deaths, but his ceremonies often feature a simulated or actual trap. Kobold youths, for example, contend with the Blessing of the Pit as a rite of passage.

Herald and Allies: Kurtulmak uses an 18-HD erinyes with reptilian features as a herald. Allies are bearded devils, erinyes, and ice devils.

Relics: *Enveloping pit, skewer-of-gnomes.*

Illus. by S. Belledin

Kurtulmak

Lolth

Intermediate Goddess (Chaotic Evil)

Lolth, the Queen of the Demonweb Pits, first spread evil among the elves, leading the drow away from the rest of the elves thousands of years ago. Now she focuses on using the drow to conquer the vast cavern-realms beneath the surface of the earth. She relishes the chance to test her followers by pitting them against each other that the strong may cull out the weak. She appears as a tall, beautiful female drow or a massive black spider with a female drow's head.

Portfolio: Drow, spiders, darkness.

Domains: Chaos, Destruction, Evil, Trickery.

Cleric Training: More so than any other deity, Lolth delights in perpetual tests of her exclusively female clerics, pitting them against each other. Every cleric of Lolth knows that the path to promotion lies by stabbing ones; superior in the back, and every cleric is likewise alert that her underlings are plotting to do the same to her.

Quests: Lolth has set her worshipers the task of conquering the vast network of underground caverns—and killing surface elves, of course. Typical quests include attacking a rival drow community, raiding a mind flayer lair for its magic, and building an artifact that turns surface elves into spiders.

Prayers: Prayers to Lolth, always made in Elvish, frequently feature the phrase, "Elliya Lolthu," which means "Test me, Lolth."

Temples: Lolth's temples among the drow generally dominate (in every sense of the word) the communities that surround them. These temples are extraordinarily defended by capable and clever spider-worshipers, but also serve as storehouses of dark lore and powerful magic.

Rites: Lolth uses a number of competitive rites to identify particularly worthy followers. Those who succeed in her rites—which involve competitive spellcasting or all-out combat—get access to more powerful magic. Those who fail are demoted, killed, or turned into driders.

Herald and Allies: A bebilith with 18 HD is a common herald for Lolth. Allies are succubus demons, bebilith demons, and marilith demons.

Relics: *Robe of ebonsilk, rod of the recluse.*

Moradin

Greater God (Lawful Good)

Moradin is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Dwarves, smithing, engineering.

Domains: Creation*, Earth, Good, Law, Protection.

Cleric Training: Many of Moradin's clerics have parents and grandparents who were also clerics of the Soul-Forger, so many clerics train for their calling from childhood with a father or mother as teacher.

Quests: Defense of dwarven civilization—and the traditions that make it strong—is paramount to followers of Moradin. They protect new mines from goblinoid invaders, track down a lost line of dwarven warrior-kings, and journey to the Elemental Plane of Fire to light a forge that tempers a new artifact.

Prayers: Moradin's prayers are replete with references to metals and smithing. One of the most common prayers for intercession begins, "You burn the dross from me, but the iron remains."

Temples: At the center of every temple to Moradin is a massive forge, where the weapons and armor that defend the dwarven people are made. The best weaponsmiths in the world probably work in Moradin's temples.

Rites: Genealogy and heritage are important aspects of Moradin's rites. A funeral for a Moradin worshiper is a grand, solemn spectacle, with chants that describe the lineage of the deceased stretching back thousands of years.

Herald and Allies: A 20th-level celestial dwarf fighter (or 10th-level fighter/10th-level dwarven defender) is Moradin's herald. Allies are hound archons, trumpet archons, and planetars.

Relics: *Axe of ancestral virtue, shield of the resolute.*

Lolth

Illus. by W. Reynolds

Nerull

Greater God (Neutral Evil)

Nerull is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Death, murder, the underworld.

Domains: Death, Evil, Pestilence*, Trickery.

Cleric Training: Some are obsessed with death, even as children, and those are potential recruits to the clergy of Nerull. All must survive the final initiation rite: being buried alive.

Quests: Nerull's followers desecrate ancient tombs looking for lost lore, establish cults to provide willing food for vampires, and raise undead armies to terrify the world of the living.

Prayers: Much of Nerull's liturgy is spoken in the past tense, even if it hasn't happened yet. For example, a cleric of Nerull might pray, "You granted me ultimate dominion over the dead…"

Temples: Nerull's temples are generally secret places hidden underground and crawling with undead. For unscrupulous adventurers who can stomach Nerull's hatred of the living, they're good places for "no questions asked" *raise dead* spells.

Rites: Nerull finds little worth celebrating, other than death. The number of different funeral rites Nerull has, depending on who died and how, is staggering.

Herald and Allies: Nerull uses a nightwalker as his herald on the Material Plane. Allies are shadow mastiffs, average salamanders, and cauchemar nightmares.

Relics: *Censer of the last breath, tabard of the disembodied.*

Obad-Hai

Intermediate God (Neutral)

Obad-Hai is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Nature, freedom, hunting, beasts.

Domains: Air, Animal, Earth, Fire, Plant, Water, Weather*.

Cleric Training: Obad-Hai's adherents learn to become one with the Shalm in isolation, surrounded by wilderness. Only at the beginning and end of a new cleric's training does he receive guidance from a senior member of Obad-Hai's clergy. The rest of the time is spent living off the land and developing an instinctive connection to Obad-Hai's will. Not surprisingly, Obad-Hai counts more druids among his followers than clerics.

Quests: If it takes place in the wilderness, Obad-Hai's followers are interested. Quests that protect a forest from woodcutters, cleanse the corrupted heart of a swamp, or prevent a dwarf mine from unleashing a volcanic eruption are smiled upon by the Shalm.

Prayers: Obad-Hai's prayers and psalms often start with a reference to birth or growth and end with a reference to death or ending. One common prayer for guidance begins, "Shalm, my thirst for knowledge grows/Lend me your wisdom and bury my doubts."

Temples: Groves of oak trees deep in the wilderness mark Obad-Hai's shrines. These temples are defended by dozens of guardian animals and other denizens of the wilderness, many of whom are content to observe visitors from a distance.

Rites: Obad-Hai's rites are exclusively seasonal and are triggered by a real-world event: the first songbird of spring and the first snowflake of winter, for example.

Herald and Allies: A centaur 20th-level cleric is Obad-Hai's herald. Allies are Medium, Large, and Huge elementals (any type).

Relics: *Armor of the fallen leaves, staff of the unyielding oak.*

Olidammara

Intermediate God (Chaotic Neutral)

Olidammara is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Rogues, music, revelry, tricks.

Domains: Celerity*, Chaos, Luck, Mind*, Trickery.

Cleric Training: Becoming a cleric of Olidammara seems easy enough to an outsider—it looks like one celebration and escapade after another. But would-be clerics are being keenly observed even in their least sober moments as more senior followers of the Laughing God look for the right mixture of joy, whimsy, and mischief.

Quests: Missions that steal from the rich or embarrass the mighty are the headiest wine of all. Followers of Olidammara might engage in intrigues at the Duke's masquerade ball, steal offerings from the temple of a rival deity, or rescue a world-spanning thief from a prison on the plane of Pandemonium.

Prayers: Olidammara's prayers are more often sung than spoken, and they almost always rhyme. There are very few established liturgies, because Olidammara's worshipers are expected to freestyle-rhyme praises to their deity.

Temples: Simple shrines to Olidammara are common in concert halls and public houses. However, the larger temples are hidden (often in the city's sewer network), because they double as a hideout for thieves. Those who know where a temple to Olidammara is can buy or sell all sorts of stolen or forbidden goods there.

Rites: Olidammara's rites range from the simple (the Ceremony of the Cork, practiced when a particularly good bottle of wine is opened) to the elaborate (New Moon Follies, a three-act comedy performed by and for Olidammara worshipers). Most feature alcohol, song, and laughter.

Herald and Allies: A 24-HD death slaad is Olidammara's herald, although it rarely takes its true form. Allies are janni genies, gray slaads, and death slaads.

Relics: *Pipes of amorous revelry, rapier of desperate measures.*

Pelor

Greater God (Neutral Good)

Pelor is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Sun, light, healing.

Domains: Glory*, Good, Healing, Strength, Sun.

Cleric Training: Because Pelor's clerics spend a lot of time tending to the sick, blessing crops, and providing for the basic spiritual needs of their communities, they attract a number of earnest, forthright youths who want to make the world a better place. While not unduly harsh, training among the followers of Pelor is rigorous enough to send many well-meaning youths back to their farms and cobbler-shops.

Quests: More so than adherents of any other faith, the followers of Pelor often find themselves striving against the undead. They also undertake healing whenever they can—whether that healing is physical or spiritual. Quests that break up a cabal of necromancers, broker a peace accord between rival warlords, or destroy an ancient lich-queen once and for all are good examples of missions for the glory of Pelor.

Prayers: Pelor's prayers often take the form of first-person affirmations, such as "I am merciful, just as the Sun of Mercy shines on me."

Temples: Temples to Pelor are tall structures that often feature large windows, often with decorative stained glass. They're a good source of healing magic and often easy to find because Pelor-worship is so prevalent in civilized lands.

Rites: As befits a sun god, Pelor's major festivals take place on solstices and equinoxes, and many weddings and rites of passage take place on the cusp of a new season. The Blessing of the Sun-Kissed Field is a common rite requested by farmers.

Herald and Allies: Pelor uses a solar as his herald. Allies are hound archons, astral devas, and planetars.

Relics: *Dawnstar, shard of the sun.*

St. Cuthbert

Intermediate God (Lawful Neutral)

St. Cuthbert is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Retribution, wisdom, zeal, discipline.

Domains: Destruction, Domination*, Law, Protection, Strength.

Cleric Training: St. Cuthbert teaches new clerics with specially recruited mentors that have drill-sergeant attitudes and stern demeanors. Day and night his acolytes pray, train, and fight, until they can recite entire books of St. Cuthbert's scripture from memory.

Quests: Like Heironeous, St. Cuthbert urges his followers to undertake quests that uphold the chivalric ideal. But more of the Cudgel's quests involve righting a wrong or avenging a fallen hero. Tracking down the bandits that stole the viscount's tax collections, imprisoning the blackguard who slew Sir Cyrrus the Bold, and liberating a province conquered by demon armies are all crusades that a follower of St. Cuthbert would lend his sword to.

Prayers: St. Cuthbert's religious teachings are passed on in the form of commandments, all of which begin "Thou shalt" or "Thou shalt not." In general, clerics of St. Cuthbert are more likely than most to pepper their speech with "thee," "thine," and other archaic pronouns.

Temples: Solid, imposing buildings are favored by the architects of St. Cuthbert's temples. Many feature engraved quotations such as "Chaos and evil prevail where good folk do nothing" or "Obstinacy brings lumps to the heads of the unfaithful." The clergy there offer healing and protective magic, but they're careful to make sure that those they help are worthy of St. Cuthbert's favor.

Rites: All of St. Cuthbert's ceremonies include a brief but fiery sermon from a member of the clergy, who exhorts the listeners to turn from their chaotic ways and adhere more closely to the laws of St. Cuthbert.

Herald and Allies: The hound archon hero (described in the archon entry in the *Monster Manual*) is St. Cuthbert's herald. Allies are hound archons, half-celestial paladins, and planetars.

Relics: *Cudgel that never forgets, tabard of the great crusade.*

Tiamat

Lesser Goddess (Lawful Evil)

Also called the Chromatic Dragon, Tiamat is a massive dragon with five heads: black, blue, green, red, and white. She urges her followers—mostly other dragons, but some humanoid cults—to conquer as much as they can, gathering the spoils of war in rich hoards. No cruelty is beyond her desire for plunder and victory in battle.

Portfolio: Evil dragons, conquest.

Domains: Destruction, Evil, Law, Trickery.

Cleric Training: The Chromatic Dragon has enough dark mystique that humanoid cults often worship her. Sometimes she sends a dragon or two to teach new clerics the way of rapacious conquest. Would-be clerics try their utmost to please their instructors, because students who fail are eaten by their teachers.

Quests: Tiamat cares about treasure, cruelty, and conquest—and she's not even particular whether something conquered is retained thereafter. Her followers form cabals that secretly rule cities, raid the treasure-hoards of metallic dragons, and engage in great wars to conquer some new portion of the lower planes, sending its looted wealth back to Tiamat.

Prayers: Prayers to Tiamat are always spoken in first-person plural, even if the worshiper is alone. They also tend to grovel a lot. "Chromatic Dragon, conquer our weakness…" is a common prayer opening.

Temples: Vast, gloomy caverns stocked with treasure and sacrifice are Tiamat's favorite temples. These caverns

draw temple raiders like flies when their location becomes known, but are often guarded by dragons.

Rites: Sacrifices are common elements in Tiamat's few rituals, which almost always bless some new plan of conquest. Her dragon followers generally consume the sacrificial victims.

Herald and Allies: Tiamat often sends a group of adult chromatic dragons (one of each type) to collectively act as her herald. Allies include succubus demons, glabrezu demons, and greater abyssal basilisks.

Relics: *Chromatic rod, dragonscale cloak.*

Vecna

Lesser God (Neutral Evil)

Vecna is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Secrets, intrigue.

Domains: Evil, Knowledge, Madness*, Magic.

Cleric Training: New clerics of Vecna are so carefully groomed that they often don't know what they're being trained for. Many think that they're joining an obscure sect of Boccob or Wee Jas. The truth revealed to them only after they've proved their willingness to do anything in exchange for power and knowledge.

Quests: Vecna's followers spy on the merchant-princes of a port city, blackmail the high priests of other religions, and encourage corruption among the king's advisors. Periodic attempts to recover the *Eye* and *Hand of Vecna* are common as well.

Prayers: Vecna's worshipers always whisper their prayers. Many clerics reflexively start sentences with the phrase, "You know that…,"which figures prominently in their psalms as well.

Temples: When secrets are your portfolio, you naturally don't have public temples. But those who know the secret location of Vecna's temples find them to be good sources for death magic, and (especially) divinations.

Rites: Vecna's rites are never performed in front of those of other faiths, and the Maimed One's followers often establish secret passwords and hidden shrines for particularly important ceremonies.

Herald and Allies: Vecna uses a lich 15th-level wizard as his herald—but rarely for anything truly important. After his experiences with his traitorous lieutenant, Kas, Vecna doesn't give his subordinates enough power to become rivals. Allies are nightmares, erinyes devils, and noble salamanders.

Relics: *Dagger of denial, tome of the stilled tongue.* Though not exactly relics, the artifacts known as the *Eye* and *Hand of Vecna* (described in the *Dungeon Master's Guide*) are of paramount importance to his worshipers.

Illus. by R. Sardinha

Tiamat

Wee Jas

Intermediate Goddess (Lawful Neutral)

Wee Jas is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Death, magic, vanity.

Domains: Death, Domination*, Law, Magic, Mind*.

Cleric Training: Wee Jas trains her clerics in academic fashion, offering classroom instruction punctuated by increasingly difficult examinations. Her academies are not unlike boarding schools, where small infractions of grooming and uniform regulations are punished with a system of demerits.

Quests: The followers of Wee Jas are fascinated with magic, especially magic that breaks the boundary between death and life. Rebuilding a plundered tomb, resurrecting an ancient sage, and braving Limbo to ask questions of a long-dead wizard are the sorts of quests the Ruby Goddess sponsors.

Prayers: More so than most deities, Wee Jas venerates a series of deceased "honored ancestors." Worshipers rarely speak of the will of Wee Jas, instead attributing commandments to ancestors such as "Yag the Many-Eyed Traveler says…" or "Grant me the calm of Queen Ochtho XIV…"

Temples: Wee Jas's temples are covered with funerary trappings, and many have shrines and catacombs where powerful spellcasters are buried—sometimes with a spellbook, staff, or magic regalia. The Wee Jas clergy casts spells on behalf of anyone not obviously opposed to Wee Jas's alignment or agenda, but they often demand service or information in addition to a donation to their church.

Rites: Funerals are obviously important rites to Wee Jas followers. In addition, many followers have monthly Rites of Accumulated Lore, where clergy or lay leaders read aloud from musty tomes about magic, ancient history, or other esoteric topics.

Herald and Allies: An 18th-level githzerai sorcerer is a common herald for Wee Jas. Allies are formian taskmasters, formian myrmarchs, and horned devils.

Relics: *Ruby blade, scrolls of uncertain provenance.*

Yondalla

Greater Goddess (Lawful Good)

Yondalla is described in Chapter 6 of the *Player's Handbook*.

Portfolio: Halflings, explorers.

Domains: Community*, Creation*, Good, Law, Protection.

PLANAR ALLIES

Each of the three planar ally spells specifies that the called creature is one of the deity's choice. The core deity descriptions in this chapter describe which creatures each deity typically sends. But which monsters make good choices for other deities? Consult the table below to see some good options for your deity.

Monster	Alignment	HD
Lesser Planar Ally		
Archon, hound	LG	6
Eladrin, bralani	CG	6
Demon, succubus	CE	6
Howler	CE	6
Salmander, flamebrother	Any E	4
Nightmare	NE	6
Shadow mastiff	NE	4
Achaierai	LE	6
Barghest	LE	6
Devil, bearded	LE	6
Hell hound	LE	4
Xill	LE	5
Formian taskmaster	LN	6
Elemental (any), Medium	N	4
Genie, janni	N	6
Rast	N	4
Planar Ally		
Angel, astral deva	Any G	12
Archon, trumpet	LG	12
Couatl	LG	9
Half-celestial paladin	LG	9
Guardinal, leonal	NG	12
Eladrin, ghaele	CG	10
Slaad, green	CN	9
Slaad, gray	CN	10
Demon, bebilith	CE	12
Demon, glabrezu	CE	12
Demon, hezrou	CE	10
Demon, vrock	CE	10
Salamander, average	Any E	9
Barghest, greater	LE	9
Devil, barbed	LE	12
Devil, bone	LE	10
Devil, erinyes	LE	9
Genie, efreeti	LE	10
Hell hound, Nessian warhound	LE	12
Formian myrmarch	LN	12
Elemental (any), Large	N	8
Invisible stalker	N	8
Greater Planar Ally		
Angel, planetar	Any G	14
Archon, hound hero	LG	17
Slaad, death	CN	15
Basilisk, greater abyssal	CE	18
Demon, marilith	CE	16
Demon, nalfeshnee	CE	14
Salamander, noble	Any E	15
Nightmare, cauchemar	NE	15
Devil, horned	LE	15
Devil, ice	LE	14
Devil, pit fiend	LE	18
Arrowhawk, elder	N	15
Elemental (any), Huge	N	16
Tojanida, elder	N	15
Xorn, elder	N	15

Cleric Training: Yondalla's clerics train new followers by borrowing a wagon from a halfling caravan, then "borrowing" the would-be clerics from their families for a month or two. The cleric and her disciples then wander the back roads of the land, seeking sights that none of the pilgrims—teacher and students alike—have ever seen before.

Quests: The safety of the halfling people is Yondalla's first concern, but she's eager to chart new territory for halfling caravans to visit. Her followers act as guards and guides for caravans and trading companies, capture the raiders that plague the highways, and lead expeditions to unexplored lands.

Prayers: Yondalla's prayers are models of understatement. A prayer for healing might begin, "I am in such fine health, yet…" and a prayer for intercession might begin, "A minor annoyance is visited upon me…"

Temples: Yondalla's temples are gathering places for the halfling population, which is otherwise seminomadic. They're storehouses of food, weapons, and everything else needed to equip a caravan for a long journey. They'll help a halfling in need, and her nonhalfling friends as well, if they seem trustworthy.

Rites: Yondalla's rites center around family and community, with weddings having particularly elaborate and joyous ceremonies. When a halfling caravan pulls into a town near harvest time, it's a sure bet that Yondalla's worshipers plan to hold a carnivallike Pageant of the First Fruit.

Herald and Allies: Yondalla uses an 18-HD trumpet archon that resembles a halfling as her herald. Allies are hound archons, astral devas, and planetars.

Relics: *Cornucopia of the needful, map of unseen land.*

OTHER GREYHAWK DEITIES

The following gods, taken from the World of Greyhawk D&D campaign, can supplement the core D&D pantheon if you want more deities in your game.

In general, these deities have portfolios that are either smaller or less relevant for adventurers. Because he's a deity of peace, Rao is less useful in most D&D games than Pelor, the god of the sun. In most campaigns, these deities operate in the background. But they can rise to prominence when your campaign enters their portfolio.

For example, on a long sea voyage, the characters might run afoul of Procan, deity of the sea, who creates a magical storm that shipwrecks them. Only after the characters complete a quest to the coral kingdom of the sea-elves shall Osprem, goddess of sailors, intercede on the PC's behalf with Procan so they can go home.

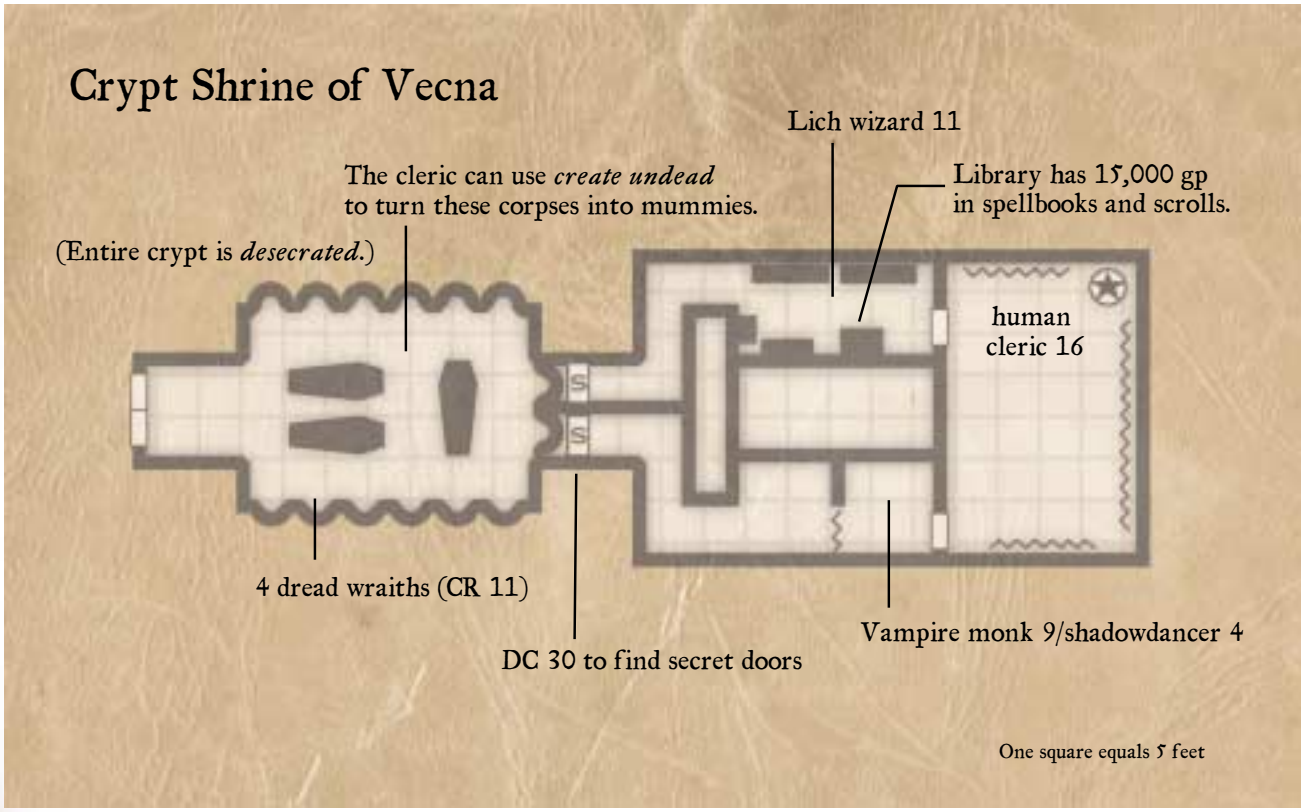

Crypt Shrine of Vecna
Lich wizard 11
The cleric can use *create undead* to turn these corpses into mummies.
Library has 15,000 gp in spellbooks and scrolls.
(Entire crypt is *desecrated*.)
human cleric 16
4 dread wraiths (CR 11)
DC 30 to find secret doors
Vampire monk 9/shadowdancer 4
One square equals 5 feet

Table 5–2: Other Greyhawk Deities

Name	Portfolio	AL	Domains	Fav Weapon	Rank
Beltar	malice, caves	CE	Chaos, Earth, Evil, War	spiked gauntlet	L
Bralm	insects, industry	N	Animal, Community*, Law, Pact*, Strength	quarterstaff	L
Celestian	astronomy, wanderers	N	Knowledge, Oracle*, Protection, Travel	shortspear	I
Cyndor	time, infinity	LN	Law, Oracle*, Protection, Travel	sling	L
Delleb	written lore, study	LG	Good, Knowledge, Law, Magic	dart	L
Geshtai	rivers, lakes	N	Plant, Travel, Water, Weather*	spear	L
Incabulos	plagues, famine, disasters	NE	Death, Destruction, Evil, Pestilence*	quarterstaff	G
Istus	destiny, the future	N	Chaos, Knowledge, Law, Luck, Oracle*	dagger	G
Iuz	deceit	CE	Chaos, Evil, Trickery	greatsword	D
Joramy	volcanoes, wrath	N	Competition*, Destruction, Fire, War	quarterstaff	L
Lirr	poetry, art	CG	Chaos, Good, Knowledge, Magic, Travel	rapier	L
Llerg	beasts	CN	Animal, Chaos, Competition*, Strength	battleaxe	L
Mouqol	trade, negotiation	N	Knowledge, Pact*, Travel, Trickery	light crossbow	L
Osprem	ships, sea voyages	LN	Law, Protection, Travel, Water	trident	L
Pholtus	light, order, steadfastness	LG	Good, Inquisition*, Knowledge, Law, Sun	quarterstaff	I
Procan	oceans, sea weather	CN	Animal, Chaos, Travel, Water, Weather*	trident	I
Pyremius	poison, assassins, fire	NE	Destruction, Evil, Fire	longsword	L
Rao	peace, serenity	LG	Community*, Good, Knowledge, Luck, Purification*	light mace	G
Telchur	winter, cold	CN	Air, Chaos, Cold*, Strength	spear	L
Tharizdun	insanity, entropy	NE	Chaos, Destruction, Evil, Force*, Madness*	dagger	I
Trithereon	individuality, liberty	CG	Chaos, Good, Liberation*, Summoner*	spear	L
Wastri	bigotry, amphibians	LN	Animal, Law, Purification*, War	glaive	D
Xan Yae	shadows, stealth	N	Celerity*, Knowledge, Trickery, War	falchion	L
Zuoken	monks, mental powers	N	Celerity*, Knowledge, Strength, War	nunchaku	D

* New domain described in Chapter 7 of this book.

Beltar

Lesser Goddess (Chaotic Evil)

Once the goddess of mines, Beltar was supplanted by other deities including Moradin and Garl Glittergold. She craves revenge, and she hates almost everything that doesn't worship her. She appears as a decrepit hag. Her followers—mostly barbaric dwellers in vast underground caverns—are relentless raiders and explorers, taking anything they can find in the darkness.

Portfolio: Malice, caves.

Domains: Chaos, Earth, Evil, War.

Bralm

Lesser Goddess (Neutral)

Bralm's clerics urge everyone to cheerfully take their place in society, working together as bees in a hive do—for the good of all. She teaches obedience to just authority, cooperation, and teamwork. Bralm is generally depicted as a blonde matriarch with insect wings.

Portfolio: Insects, industry.

Domains: Animal, Community*, Law, Pact*, Strength.

Celestian

Intermediate God (Neutral)

Fharlanghn's brother, Celestian, is depicted as an ebony-skinned man who travels in the sky rather than the land. Most of his clerics are astronomers or sailors, and they're adept at divinations.

Portfolio: Astronomy, wanderers.

Domains: Knowledge, Oracle*, Protection, Travel.

Cyndor

Lesser God (Lawful Neutral)

Cyndor, depicted as a rough-hewn humanoid statue, has three duties: meditating on the nature of space and time, recording the actions of every creature in his *Perpetual Libram*, and guarding time itself from those who would steal or twist it. His clerics espouse a philosophy based cause and effect. Actions have consequences that can't be avoided, only delayed.

Portfolio: Time, infinity.

Domains: Law, Oracle*, Protection, Travel.

Delleb

Lesser God (Lawful Good)

Delleb, an old man clutching a white book, cares only for the accumulation of knowledge in books. His clerics quote from book after book of scriptures, but the libraries in a temple of Delleb have books on all topics, not just religious matters.

Portfolio: Written lore, study.

Domains: Good, Knowledge, Law, Magic.

Geshtai

Lesser Goddess (Neutral)

Depicted as a young woman with a clay water jug, Geshtai is revered by farmers who rely on irrigation and river-travelers of all alignments. When rains swell a river to overflowing, almost everyone living on the riverbank pleads with Geshtai for succor. Her clerics preach that the highest good is to live a tranquil existence that drifts inexorably from birth toward death.

Portfolio: Rivers, lakes.

Domains: Plant, Travel, Water, Weather*.

Incabulos

Greater God (Neutral Evil)

Known as the Black Rider, Incabulos brings disaster wherever he goes, reveling in the suffering of mortals. His secretive cults are full of paranoid clerics, for no one wants such a cabal bringing famine and plague to their community.

Portfolio: Plagues, famine, disasters.

Domains: Death, Destruction, Evil, Pestilence*.

Istus

Greater Goddess (Neutral)

The Lady of Fate, Istus is a powerful deity who takes an abstract interest in the destinies of mortal and immortal alike. She carries a golden spindle with which she weaves the strands of fate together, spinning the future into the present. Her clerics use divination spells to try to discern what fate will bring, then they celebrate or warn their followers accordingly.

Portfolio: Destiny, the future.

Domains: Chaos, Knowledge, Law, Luck, Oracle*.

Iuz

Demigod (Chaotic Evil)

A recently ascended half-fiend, Iuz appears as a shriveled old man. He spreads cults and cabals wherever he goes and is particularly fond of impersonating other deities in order to trick their followers into doing evil.

Portfolio: Deceit.

Domains: Chaos, Evil, Trickery.

Joramy

Lesser goddess (Neutral)

Known as The Shrew, Joramy is known for her fiery temper. Her clerics are fierce debaters who urge their followers to take action and never back down from a struggle. Those who live near volcanoes engage in all manner of sacrifices and rites to appease Joramy's anger.

Portfolio: Volcanoes, wrath.

Domains: Competition*, Destruction, Fire, War.

Lirr

Lesser Goddess (Chaotic Good)

Lirr usually appears as a teenage girl carrying a picture-book. Her temples are small, but her clerics are influential patrons for artists and bards, commissioning new art, poetry, and song.

Portfolio: Poetry, art.

Domains: Chaos, Good, Knowledge, Magic, Travel.

Llerg

Lesser God (Chaotic Neutral)

The Great Bear, Llerg teaches his (mostly barbarian) followers a simple philosophy: Be as fierce as you can, or the world will overwhelm you. If you lose touch with your inner animal, you've already died. Civilization is a trap—don't be fooled.

Portfolio: Beasts.

Domains: Animal, Chaos, Competition*, Strength.

Mouqol

Lesser God (Neutral)

Clerics of The Merchant God teach their followers that no reward comes without risk, but that too much risk leads inevitably to disaster. They're often found in marketplaces, where their temples double as moneychangers, lending institutions, and arbitrators for tense negotiations.

Portfolio: Trade, negotiation.

Domains: Knowledge, Pact*, Travel, Trickery.

Osprem

Lesser Goddess (Lawful Neutral)

The goddess of sea travel, Osprem hears a lot of prayer from sailors caught in heavy storms. She is depicted as a beautiful woman riding a barracuda or a whale. Some of her clerics are navigators and doctors aboard galleys, while others tend to the needs of seafaring communities near the coast. Osprem's priests teach respect for the sea and caution on the water.

Portfolio: Ships, sea voyages.

Domains: Law, Protection, Travel, Water.

Pholtus

Intermediate God (Lawful Good)

Pholtus, appearing as a slender man in a white robe, represents unyielding law and order, even in the face of the

unusual or frightening. He abhors compromise almost as much as he does chaos. He is a rival of St. Cuthbert, whom Pholtus regards as too pragmatic and emotional. Many of Pholtus's clerics act as judges and arbiters, where they are known for their adherence to the letter of the law.

Portfolio: Light, order, steadfastness.

Domains: Good, Inquisition*, Knowledge, Law, Sun.

Procan

Intermediate God (Chaotic Neutral)

While Osprem is the goddess of sea voyages, Procan is the god of the sea-storm, and his hurricanes and typhoons often threaten Osprem's clerics. Procan—and by extension any cleric of his—is as mercurial in temperament as the sea itself, alternating between wrath and calm. His clerics are few, but anyone who makes their livelihood from the sea gives them a great deal of respect. Many are the tales of unlucky sailors who spurned a cleric of Procan, then set sail and never returned.

Portfolio: Oceans, sea weather.

Domains: Animal, Chaos, Travel, Water, Weather*.

Pyremius

Lesser God (Neutral Evil)

Pyremius was originally a demigod of assassins and murder, but he slew a goddess of fire and assumed her portfolio, worshipers and all. He appears as a tiefling with ears like a bat's wings, carrying a fiery whip and longsword. His followers, mostly assassins and the secretive clerics who give them orders, lash out with flame and poison against anything that threatens them. The very notion of a fair fight is abhorrent to them; enemies of Pyremius are often murdered in their sleep.

Portfolio: Poison, murder, fire.

Domains: Destruction, Evil, Fire.

Rao

Greater God (Lawful Good)

The serene god Rao is a deity of peace, abhorring violence except against foes incapable of reason (such as many undead). His clerics favor direct action when necessary to restore peace, but would rather engage in discourse than melee. Rao's church sponsors many libraries, monasteries, and other places of peace, introspection, and learning.

Portfolio: Peace, serenity.

Domains: Community*, Law, Good, Knowledge, Purification*.

Telchur

Lesser God (Chaotic Neutral)

Telchur, the god of winter and cold, is usually depicted as a gaunt man with dark eyes and beard made of icicles. His clerics rarely leave the arctic regions, where they help communities there survive the bleak, frigid conditions. Telchur's attitude is that cold separates the weak from the strong, checks unbridled passions and overabundant life. Whenever cold wind blows out the fire of hope, whenever snow covers the farmer's field in white silence, Telchur is there.

Portfolio: Winter, cold.

Domains: Air, Chaos, Cold*, Strength.

Tharizdun

Intermediate God (Neutral Evil)

With every fiber of his being, Tharizdun craves nothing less than the unmaking of the universe, destroying everything—himself included—in the process. Accordingly, the other gods imprisoned him away beyond the bounds of the universe he wants to destroy. But Tharizdun's cults still persist, seeking ways to communicate with their dark master and free him to wreak havoc once more. Most of his clerics are insane, believing that Tharizdun will give them positions of power in the new universe he intends to create when he's destroyed this one. In the meantime, they perform rites unspeakable even by the standards of other evil deities and seek out new forms of magic wherever they can.

Despite his imprisonment, Tharizdun can still grant spells to the mad cultists who work in his name.

Portfolio: Insanity, entropy.

Domains: Chaos, Destruction, Evil, Force*, Madness*.

Trithereon

Lesser God (Chaotic Good)

Those who venerate Trithereon strive for liberty for themselves and others. His clerics work fervently to end tyrannical regimes or free those in slavery. Followers of Trithereon must often travel in secrecy to avoid harassment from those in positions of power. It is said by some that no ruler ever feels entirely secure when a shrine to Trithereon lies within his borders.

Portfolio: Individuality, liberty.

Domains: Chaos, Good, Liberation*, Summoner*.

Wastri

Demigod (Lawful Neutral)

Wastri has a strange portfolio (human supremacy and amphibians), so he's a strange deity: a human with toad features known as the Hopping Prophet. From his jungle fortress-temples, Wastri launches crusades against "lesser races" (anything other than human) and expeditions to protect amphibious life. Many of his followers are cleric/monks who leap into battle, using poisoned weapons to quickly slay their foes.

Portfolio: Bigotry, amphibians.

Domains: Animal, Law, Purification*, War.

Xan Yae

Lesser Goddess (Neutral)

Xan Yae holds the mastery of the unseen to be the highest ideal; she teaches her followers that anything that achieves true balance disappears into invisible perfection. Accordingly, her clerics and temples are often well-hidden and hard to find. A follower of Xan Yae believes that answers to the greatest mysteries are hidden, so they seek out long-buried ruins, forbidding dungeons, and other places where ancient lore may be found. The Lady of Perfection counts many rogues and monks among her followers, mostly because they appreciate the value of remaining unseen.

Portfolio: Shadows, stealth.

Domains: Celerity*, Knowledge, Trickery, War.

Zuoken

Demigod (Neutral)

Once a human martial artist, Zuoken attained such mental and physical perfection that Xan Yae raised him into godhood several centuries ago. His clerics watch over creatures with psionics or other mental powers, safeguarding them from harm. Zuoken encourages his followers to be disciplined, serene masters of their minds and bodies. His symbol is a striking fist, and his favored weapon is the nunchaku.

Portfolio: Monks, mental powers.

Domains: Celerity*, Knowledge, Strength, War.

The table below is divided into core deities, other Greyhawk deities, and monster deities. Some monster deities such as Kurtulmak and Gruumsh appear in the core deities chart because they have portfolios that extend beyond the monster race they represent. Kurtulmak is as much the god of traps as he is the god of kobolds, so he appears among the core deities. Semuanya, on the other hand, cares little for affairs that don't affect the lizardfolk who worship him, so he's listed among the monster deities.

Table 5–3: Monster Deities

Name	Portfolio	AL	Domains	Fav Weapon	Rank
Annam	giants	N	Knowledge, Magic, Plant, Sun	slam or shortspear	G
Blibdoolpoolp	kuo-toas	CE	Destruction, Evil, Water	pincer staff	I
Callarduran Smoothhands	svirfneblin	N	Earth, Good, Healing, Protection	battleaxe	I
Deep Sashelas	aquatic elves	CG	Chaos, Good, Protection, Water	trident	I
Diirinka	derro	CE	Chaos, Dream, Evil, Magic, Trickery	dagger	I
Eadro	locathahs, merfolk	N	Animal, Protection, Water	spear	I
Great Mother	beholders	CE	Chaos, Death, Evil, Strength	bite or greataxe	G
Grolantor	hill giants, ettins, ogres	CE	Chaos, Death, Earth, Evil	club	I
Hiatea	female giants	NG	Animal, Good, Plant, Sun	spear	G
Hruggek	bugbears	CE	Knowledge, Law, Magic	morningstar	I
Iallanis	cloud giants, storm giants, stone giants	NG	Good, Healing, Strength, Sun	slam or battleaxe	L
Ilsensine	mind flayers	LE	Evil, Knowledge, Law, Magic, Mind*	unarmed strike or tentacle	G
Kaelthiere	salamanders, efreet, azer	NE	Destruction, Evil, Fire, War	spear	I
Laduguer	duergar	LE	Domination*, Earth, Evil, Law, War	warhammer	I
Laogzed	troglodytes	CE	Chaos, Death, Destruction, Evil	javelin	D
Maglubiyet	goblins, hobgoblins	NE	Chaos, Destruction, Evil, Trickery	battleaxe	G
Memnor	evil cloud giants	NE	Death, Evil, Trickery	morningstar	I
Merrshaulk	yuan-ti	CE	Chaos, Destruction, Evil, Plant	longsword	I
Panzuriel	merrows, scrags, krakens	NE	Destruction, Evil, War, Water	quarterstaff	I
Sekolah	sahuagin	LE	Evil, Law, Strength, War	trident	L
Semuanya	lizardfolk	N	Animal, Plant, Water	greatclub	L
Shekinester	nagas	N	Destruction, Knowledge, Magic, Protection	bite or dagger	G
Skoraeus Stonebones	stone giants	N	Earth, Healing, Knowledge, Protection	warhammer	I
Sixin	xills	LE	Evil, Law, Strength, Travel	short sword	I
Skerrit	centaurs	NG	Animal, Healing, Plant, Sun	spear	L
Stronmaus	storm giants, cloud giants	CG	Chaos, Good, Protection, War, Weather*	warhammer	G
Surtr	fire giants	LE	Evil, Fire, Law, Strength, War	greatsword	L
Thrym	frost giants	CE	Chaos, Cold*, Destruction, Evil, War	greataxe	L
Vaprak	ogres, trolls	CE	Chaos, Destruction, Evil, Strength	greatclub	D

* New domain described in Chapter 7 of this book.

Illus. by Scott Rolter

Anticipation of events in the afterlife drives many characters' behaviors. Where do the faithful go when they die? What they do when they get there? Of course, the way a religion manifests in everyday life also influences people's actions. A full discussion of the divine world includes both the afterlife and the daily life of the devoted.

WHAT HAPPENS AFTER YOU DIE

For many D&D characters, the afterlife is just a temporary destination. Allies are often available with *raise dead* or *resurrection* spells to restore your character to his or her living, breathing, adventuring self, often within a matter of minutes.

But sometimes characters stay dead for an extended period of time. And sometimes they don't come back at all, passing beyond the realm of adventurers forever.

THE MOMENT OF DEATH

When characters die, their souls—the intrinsic "self" and life force that transcends whatever body they happen to occupy—linger in the body for a round or two. If the corpse was completely destroyed, they linger at the location of death. The *last breath* spell works the way it does because the soul of the deceased hasn't gone anywhere yet.

The dead character doesn't perceive anything at all, doesn't think, and has no notion or memory of events beyond the moment of death. The soul is beyond magic's power to detect or affect. It's not incorporeal, it's not a ghost, and it is not a creature of any kind with measurable statistics.

The *magic jar* spell separates a character's soul from body without killing the body. Souls separated from their bodies by *magic jar* die whenever they don't have an appropriate receptacle (the gem or an available body). Just as the souls of dead characters do, souls deprived of a host body feel the inexorable tug of the afterlife after a round or two, so they pass on to their final destination. Likewise, the *trap the soul* spell does exactly that, preventing a soul from leaving a gem until the spell is completed or someone picks up the trigger object.

Some creature types don't have souls and simply cease to exist when they die. Constructs just fall apart, for example. Undead creatures likewise cease to exist, although destroying an undead creature sometimes frees a soul trapped within it (as described below).

MAKING THE PASSAGE

After a few rounds spent lingering at the point of death, one of several things can happen to the soul.

- For the vast majority of dead characters, the soul travels to an outer plane affiliated with the alignment or deity of the deceased. The journey requires no spell or portal; your soul just leaves the spot where you died and appears somewhere on another plane.
- Some souls gather incorporeal ectoplasm around themselves and become ghosts (described in the *Monster Manual*). This process often takes days or months. No one knows why some souls pass on to the Outer Planes and others are "stuck" where they die, but a typical ghost has an instinctive sense of why it specifically exists as a ghost rather than passing on. Usually there's an unresolved situation that prevents the soul from resting in peace, such as a lover who hasn't returned from a far-off war or a killer who hasn't been brought to justice.
- The souls of characters who die in specific ways sometimes become undead. Those driven to suicide by madness become allips, while humanoids destroyed by absolute evil become bodaks. As with ghosts, the soul creates a new body, whether it's incorporeal such as an allip's or corporeal such as a bodak's. The soul is twisted toward evil if it wasn't already. The new undead creature retains some general memories of its former life, but doesn't necessarily have the same mental ability scores, skills, feats, or other abilities. Not every suicide victim becomes an allip, and not everyone destroyed by absolute evil becomes a bodak; as with ghosts, the exact nature of the transformation is unknown. Similarly, liches are characters who've voluntarily transformed themselves into undead, trapping their souls in skeletal bodies.
- Some undead such as vampires and wights create spawn out of a character they kill, trapping the soul of the deceased in a body animated by negative energy and controlled by a malign intelligence. Sometimes the undead creature can access the memories of the deceased (vampires, spectres, ghouls, and ghasts can), and sometimes they can't (as with shadows, wights, and wraiths).
- The barghest can feed on a recently slain character, consuming the corpse and part of the soul as well. Part of the soul is forever destroyed, while the rest passes on to the outer planes. Half of the time, the surviving remnant of the soul is too badly damaged to ever return to life.
- Certain artifact- and deity-level effects can destroy the soul—a *sphere of annihilation* does so, for example.

Regardless of what happens to the soul, the intact corpse (if there is one) retains an echo of the character's soul and personality. It is this imprint that clerics connect to when they cast *speak with dead*. The imprint has the basic personality and memories of the deceased, but it doesn't think for itself other than to answer questions. It has no capacity to measure the passage of time or learn anything new; if you cast *speak with dead* a second time, the soul-imprint won't remember your first set of questions. Each time you contact the soul-imprint, it responds as if it had died only recently—from the perspective of the soul, no time has passed.

THE FINAL DESTINATION

As a practical matter, it's okay to let a PC decide which plane his dead character's soul goes to. In general, alignment and allegiance determine which outer plane a soul travels to after death.

If you were a cleric or devout worshiper of a specific deity, your soul goes to the outer home that is home to that deity, even if your alignment doesn't exactly match your deity's. For worshipers of Fharlanghn and Vecna, this means that your soul appears in some far-off spot on the Material Plane. Souls faithful to Fharlanghn often linger near crossroads, while souls faithful to Vecna appear in one of his many secret strongholds.

If you were a cleric of an entire pantheon, your soul goes wherever the pantheon designates. This destination might be the same plane the pantheon lives on, or it might be a different "underworld" plane.

If you didn't worship a deity, or if religion wasn't an important part of your life (as demonstrated by your behavior, especially right before death), your soul goes to an outer plane that matches your alignment. In some cases, any of a number of planes might be appropriate. For example, a chaotic neutral character's soul might go to Ysgard, Limbo, or Pandemonium. Decide which plane matches the character's behavior best, giving extra weight to how the character behaved shortly before death.

If you aren't sure whether a character was devout enough to be with her deity in the afterlife, err on the side of uniting the soul with the deity that it worshiped. Contact with the deities in the afterlife generally makes for a more memorable D&D afterlife, and the deity can always remove an insufficiently worshipful soul from its presence later if it wants to.

Here's what the final destination looks like on each plane:

Ysgard: Broken bits of weapons and armor litter the battlefields of the Plain of Ida and elsewhere in Ysgard. The afterlife is spent observing—and sometimes participating in—epic battles between armies of berserkers. After each day's battle is done, the warmth of the grog-hall beckons.

Kord's worshipers gravitate to the Hall of the Valiant, a grand hall built of stout wood where there's always a feast—and a wrestling match in the corner.

Souls devoted to the Laughing God wind up in Olidammara's Den, a haphazard mansion full of mazes, secret treasuries, and masquerade balls.

Limbo: Souls who journey to Limbo have a front-row seat for great acts of creation and destruction, as the roiling chaos of the plane extrudes chunks of earth, air, fire, and

water. It is said that you can see anything created in Limbo if you wait long enough, and the souls of the dead have nothing but time.

Pandemonium: Souls in Pandemonium become attached to the screams that travel along the wind roaring through the tunnels and caves of the plane.

The Citadel of Slaughter is Erythnul's home on the plane, a ruined fortress where crazed soldiers wander the halls attacking anyone they see. At the center is a great sacrificial altar where Erythnul himself spills the blood of an infinite line of victims.

Abyss: Because infinite layers of the Abyss exist, souls sent there witness an infinite variety of cruelties, from torture to madness to endless war. Each soul in the Abyss suffers a unique sort of torment, from the Forest of Living Tongues to the March of the Pierced Men.

Souls devoted to Lolth in life find themselves ensnared in the Demonweb Pits after death, where they can see the evil machinations of the spider goddess firsthand.

Carceri: Souls sent to the prison-plane of Carceri often find themselves attached to one or more living prisoners, experiencing their loneliness and despair. Some souls learn to contribute to the resignation of the prisoners by whispering darkly in their ears.

Necromanteion is the center of Nerull's realm, a castle of black ice where his souls watch the creation of countless undead, witness necromantic rituals, and see grotesque experiments on necrotic flesh.

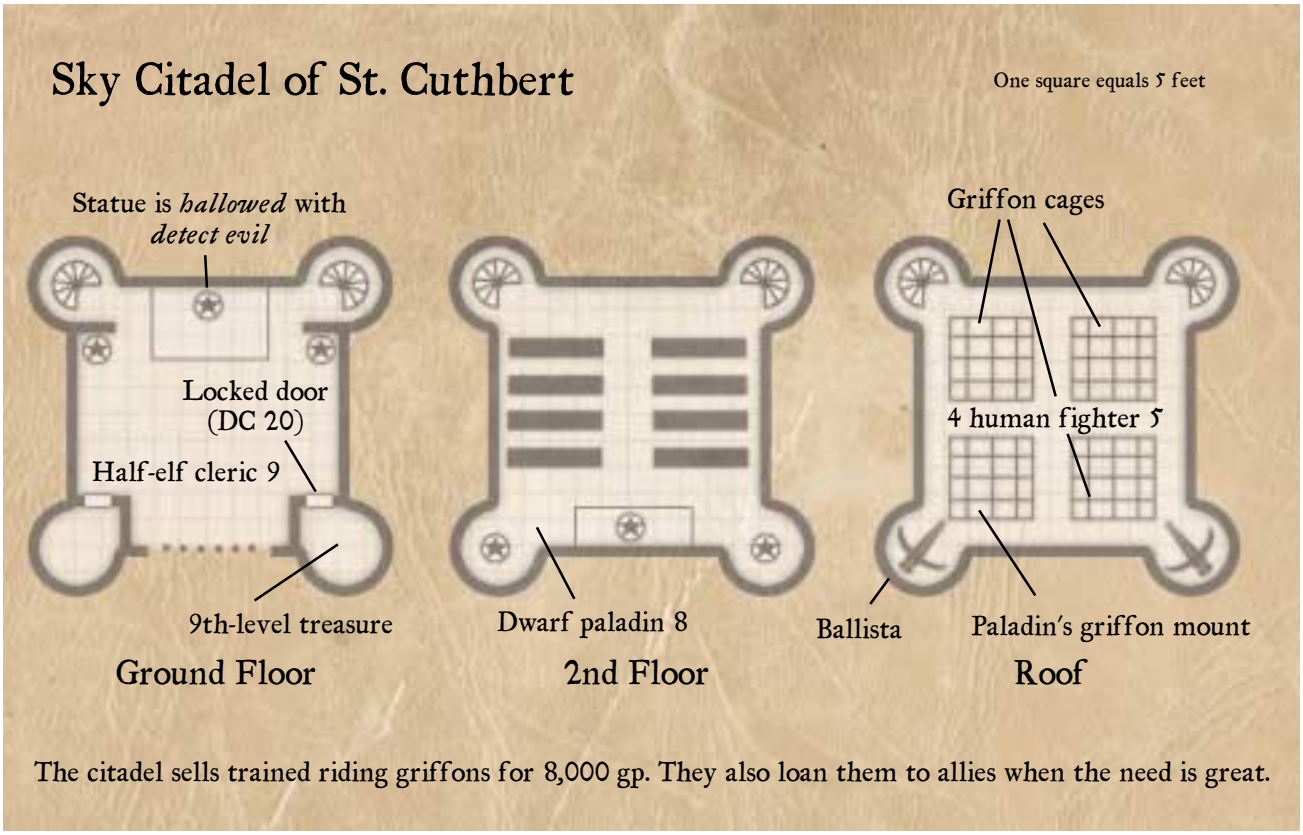
Hades: In the Gray Waste, souls drift aimlessly as gloom and apathy weigh them with each passing year. There is little to see or do, but few souls would care for a new experience if one were offered.

Nine Hells: As souls descend through the nine layers of the plane, they see everything from lakes of fire to castles that exude icy terror. Those souls who aren't affiliated with a deity often find themselves affiliated with a particularly powerful devil, silently observing his evil machinations and crafted cruelties firsthand.

In a cave near the Pillar of Skulls on the first layer of Hell lies Tiamat, the chromatic dragon. Souls who worshiped her in life see her guard the entrance to the lower levels, mercilessly slaughtering everything from demon hordes to crusades of holy warriors.

Acheron: Acheron is a series of battlefields hanging in space, and souls who go there see the horrors of war played out on a daily basis. Armies of mercenaries clash for no apparent reason, quarter neither asked for nor given.

Wee Jas lives in a delicate crystalline castle that is the only light source in a space filled with razor-sharp shards of ice. As her souls watch, she tests kidnapped creatures from other planes, increasing the difficulty of her tests until her captives fail.



The citadel sells trained riding griffons for 8,000 gp. They also loan them to allies when the need is great.

On the floating cube of Nishrek, Gruumsh plots the next step in his wars from the fortress towns of Rotting Eye, White Hand, and Three Fang. Souls devoted to him follow the progress of his war, including the interrogation of captives and the brutality of Gruumsh's training methods.

Hextor lives in Scourgehold, an edifice of iron and stone. Souls there are privy to the inventive cruelties of the Great Coliseum, an arena of bronze and glass where Hextor's legions learn the crafts of torture and war.

Mechanus: Souls who travel to Mechanus often find themselves fascinated with the endless movements of the clockwork structure of the plane. Each cog turns in concert with its fellows in an orderly pageant witnessed by the silent residents of the plane.

Arcadia: The orchards and fields of Arcadia bid the souls that come there to simply walk among the apple-blossoms and waves of grain, taking serene joy in the gentle perfection that is the plane's hallmark.

The Basilica of St. Cuthbert is where souls devoted to him come to rest. They are silent observers as St. Cuthbert makes rulings and judgments of great wisdom from his Seat of Truth.

Celestia: Souls who come to the great mountain of Celestia slowly ascend through its Seven Mounting Heavens, some tarrying in the Heavenly City before climbing into the summit that is the Illuminated Heaven.

Bahamut's Palace is near the base of the mountain. It is a glittering wonder built atop a powerful whirlwind, and souls there hear many of the Platinum Dragon's prophecies, wisdom, and songs.

Yondalla's Green Fields are predator-free, though moles, badgers, and rabbits are commonplace. Souls here see an endless succession of plentiful harvests and mild weather.

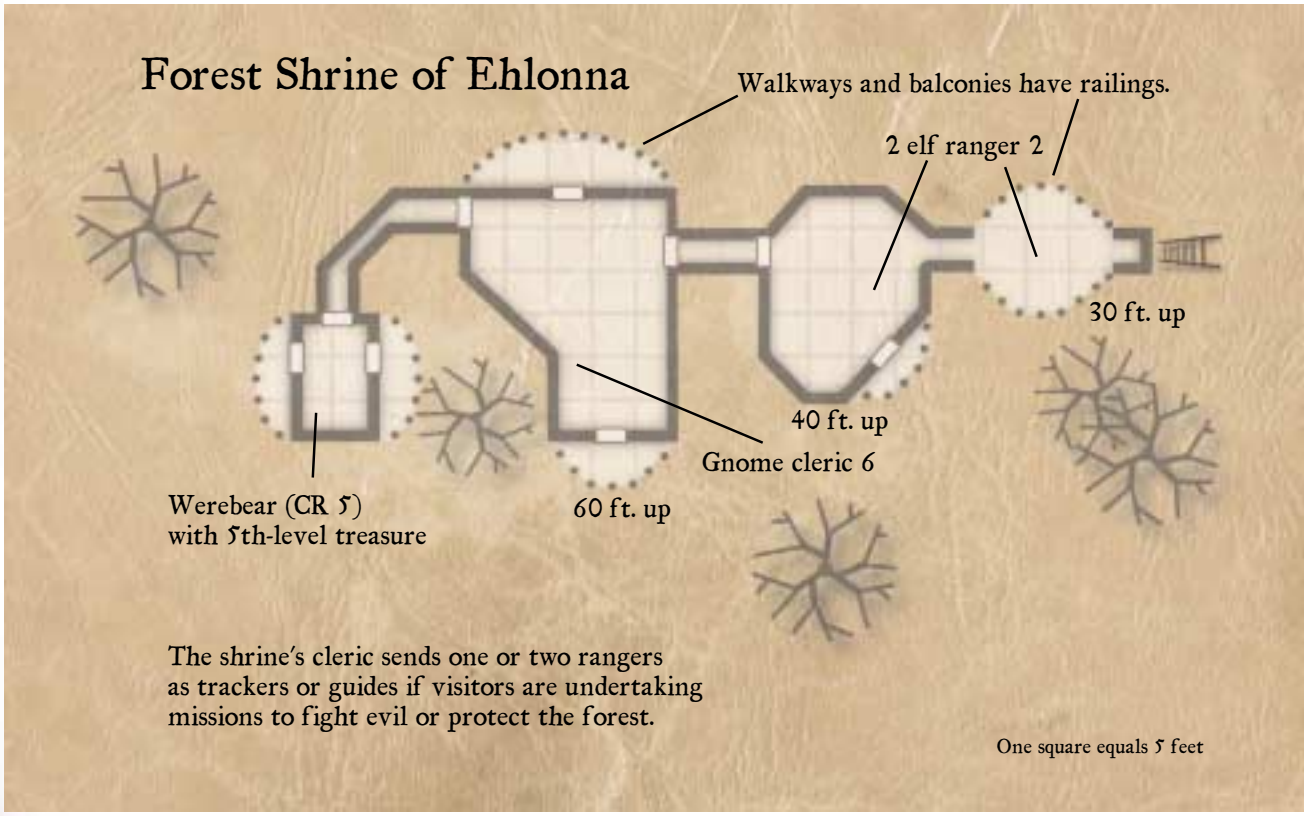
Erackinor is where Moradin keeps the Soul Forges, great devices that temper the spirits of the dwarven people. Souls who go there often find themselves shaped into a particular weapon so they can continue to participate in acts of dwarven valor.

Heironeous leads his crusades against evil from the Radiant Arsenal, near the heavenly city of Yetsiraon on the sixth layer of the mountain. Souls there see Heironeous reward his faithful followers, honoring them for their virtue and chivalry.

Bytopia: Bytopian souls have a choice: the pastoral landscape of Dothion, or the wilderness of Shurrock. The choice needn't be permanent, for souls can travel into the mountains to reach the other layer of the plane.

Souls who worship Garl Glittergold find themselves in a region of Dothion known as the Golden Hills, where celestial gnomes live their traditional, easygoing lifestyle without a care for the larger world.

Elysium: Souls in the Blessed Fields wander among the meadows, forests, and sunny skies of the plane, eventually coming to rest when they find a place that gives them a unique sense of satisfaction and happiness.


Forest Shrine of Ehlonna
Walkways and balconies have railings.
2 elf ranger 2
30 ft. up
40 ft. up
Gnome cleric 6
60 ft. up
Werebear (CR 5)
with 5th-level treasure
The shrine's cleric sends one or two rangers as trackers or guides if visitors are undertaking missions to fight evil or protect the forest.
One square equals 5 feet

Pelor's faithful come to the Fortress of the Sun, a gold-plated citadel that forms a beacon on an island. Their souls bask in the sunlight that warms the hearts of the good while illuminating the secret deeds of the evil.

Beastlands: The forests of the Beastlands are home to many animals and other creatures, and souls often find themselves attached to a particular creature that resonated with them in life. Many a brave hunter finds himself in the Beastlands after death, running down prey with a pack of celestial wolves.

The Grove of the Unicorns is where souls devoted to Ehlonna come. Beneath the giant sequoias, they peacefully run alongside herds of unicorns, centaurs, and other good-hearted woodland creatures.

Arborea: Many souls who come to Arborea follow a particular rain squall, breeze, or cloud through the beautiful landscapes of the plane.

The Elven Court of Corellon Larethian is here, and souls become part of an idealized elven lifestyle with hunts during the day and campfire tales told at night.

Outlands: Souls in the Outlands spend their time wandering its prairies, mountains, and rivers while they contemplate the great spire in the plane's center around which the city of Sigil floats. Those souls who study the spire carefully enough can see all existence rotating around its fixed axis.

Souls who worshiped Obad-Hai in life are among the few who find the Hidden Wood where the nature deity resides. There, these faithful souls witness the four seasons in all their splendor.

Boccob endlessly browses the collection of his Library of Lore, a mazelike complex lined with books, maps, and scrolls. Souls can peer over the shoulders of his researchers, learning secrets unguessed at by mortal man.

Material Plane: The only souls who have the Material Plane as their final destination are worshipers of Fharlanghn and Vecna. Souls devoted to Fharlanghn are often stationed at crossroads and public-houses where they contentedly watch the ebb and flow of the living traveling from place to place. After death, the souls of Vecna's worshipers make their way to one of his many secret citadels. Some souls silently watch the machinations of Vecna's minions, while it is said that Vecna trades some souls like currency to other dark gods and fiends in exchange for power.

ACTIVITIES IN THE AFTERLIFE

Depending on certain factors, several fates can await a soul. How the soul behaved when it was alive, the whims of deities and powerful outsiders, and the fickle nature of fate itself can all play a part in the soul's destiny. Consider the options below for a default setting; if you want to make a game where all souls become demons and angels, that's your prerogative as DM.

Become One with the Plane: The vast majority of souls in the afterlife silently experience their final destination, whether it's a place of great beauty such as Elysium or a place of mad cruelty such as the Abyss. As time passes, they become more like the plane, taking on its qualities and caring less about their time among the living. At some point they cease to have an independent existence and become one with the fabric of the plane itself. Essentially, souls eventually become abstract quanta of the good, evil, law, chaos, or neutrality they lived with when alive.

This process is why every rich individual in the D&D world doesn't come back from the dead repeatedly. Whether they're good or evil, most souls find resonance in the afterlife—they have a sense that they are where they're supposed to be. Only souls with strong force of personality and unfinished business among the living (which includes many adventuring PCs) respond to the call of a *raise dead* or *resurrection* spell.

Get a New Body: Some individual souls come to the attention of the gods and powerful outsiders that inhabit the planes, either because the souls were exceptionally good or wicked in life or because the deity sees great potential in an otherwise unremarkable soul. These souls are granted new bodies and become outsiders called petitioners. Most petitioners are 2 Hit Dice outsiders with abilities similar to those of the outsiders that inhabit their particular plane. Lemure devils and dretch demons are typical petitioners, for example. Petitioners serve gods and outsiders that created them; many are promised promotion to more powerful forms (whether demonic or angelic) if they serve well. In this way, the deities replenish the ranks of their hosts. Sometimes petitioners do well enough to be sent back among the living in response to a *planar ally* spell or similar conjuration.

Respond to Resurrection Magic: Some souls don't linger for long in the afterlife, and their final destination turns out to be not so final after all. When someone among the living casts a *reincarnation, raise dead, resurrection,* or *true resurrection* spell, the contacted soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it. But the soul doesn't know—and can't find out—the circumstances of its return to life. The soul might be coming back in the midst of a great battle, or the caster may be a dupe of the deceased creature's enemies, for example. The soul has a general sense of how long it's been dead, but doesn't keep exact track of time.

The soul also has a sense of which spell is bringing it back to life; it can tell how painful the return journey into a living body will be. It can differentiate between resurrection magic that causes Constitution or level loss and magic that doesn't.

When you come back to the world of the living, you remember in general terms what the afterlife was like, but your memories have a vague, dreamlike quality and you're

unable to recall the specifics of events. Whether the afterlife was torment or bliss to you, you have a good idea of what to expect should you die again—unless you alter your behavior markedly enough to change your alignment.

The souls of outsiders and elementals are so intrinsically tied to the essence of their home planes that they evaporate into the fabric of the plane rather quickly. That's why it takes a *true resurrection* spell to bring them back from the dead; the magic must sift through the plane and reconstitute their dispersed souls.

Respond to Divinations: Many deities assign favorite souls the task of responding to divination spells such as *contact other plane, divination,* and *commune.* The deities impart the souls with an instinctive sense of the knowledge they can impart to the living spellcasters who seek guidance. It's possible for a PC spellcaster to wind up conversing with a deceased mentor or ally as part of a *commune* spell, for example.

Join the Godhead: Some souls become so linked with the deific force of a particular deity that they effectively become part of that deity. Depending on the deity, the soul may or may not have a choice in the matter. Good deities sometimes absorb the essence of particularly shining examples of their faith. Evil deities sometimes consume souls as if they were eating ordinary food.

When You Can't Come Back

In general, souls have the choice of whether or not to respond to resurrection magic; D&D is a game, after all, and the player of the deceased character wants to be able to participate. But sometimes a particular character can't come back, so the player starts playing a new character.

Characters who die of old age can't come back from the dead, even with *true resurrection, wish,* or *miracle* spells. Their souls have grown too fragile to survive the trip back into the body.

Characters who have been granted new bodies as petitioners can't come back from the dead, because the creation of a petitioner effectively returned them to life. They're new creatures with at least some memories—but none of the abilities or skills—from their former lives. Of course, as the DM, you can decide that things work differently in your own campaign if you wish.

Illus. by A. Swekel

ORGANIZED RELIGION IN THE D&D CAMPAIGN

From nation-spanning empires of faith to backwoods secret cults, organized religion is a part of nearly every D&D game. Characters who serve a deity undoubtedly look to the deity's organized clergy for assistance. Characters who don't have a religious affiliation have to deal with allies and enemies who do.

Just as with secular groups, religions can be organized on several scales. Some faiths are dispersed into independent cells, each of which sets its own agenda, develops its own doctrine, and worships as it sees fit. At the other end of the spectrum is a hierarchical church that has ranks, chains of command, and a defined way of doing things that every worshiper knows. Whether a particular religion develops a large hierarchy or remains decentralized depends on the personality of the deity, the secular world that the religion develops within, and the alignments of the faithful. Lawful deities active in the affairs of the world are likely to develop hierarchical religions, while chaotic deities and distant gods tend to have decentralized worshipers. Secular organizations compete for the attention of even the devout. If every able-bodied male is drafted into a national army and sent to the borderlands to fight, that might preclude the growth of a church of the sun goddess even as cults to a war-god emerge everywhere.

Note: For simplicity, "church" refers to the organization of a religion, while "temple" refers to the actual buildings they worship in.

THEOCRACIES

At the largest end of the organization scale are theocracies: nations ruled by the divine right of key worshipers. In essence, the nation exists to further the ideals of the religion and to spread the faith.

Important religious and secular decisions come from either the deity itself or its top-level representatives (often but not always high-level clerics). The directives from the top filter down through a bureaucracy that handles secular affairs and the many local temples that are the center of religious life. Theocracies generally take care to indoctrinate citizens in the tenets of worship from an early age, and religious worship is central to daily life. In an established theocracy, the symbols of a deity are everywhere and many daily life activities such as eating, shopping, and working are infused with an element of worship. Holidays and rituals to that deity are commonplace, but the temples of other gods are usually discouraged if not outlawed.

The Theocracy of the Pale, for example, is a nation devoted to the worship of Pholtus (described in Chapter 4). A 16th-level cleric is the head of state, and clerics hold almost all government positions. The theocracy suppresses all other religions, but secret cults to most of the other gods exist. The

clerics of Pholtus have a massive bureaucracy that directly controls trade, the courts, and the military. For more than 200 years, church inquisitors of Pholtus have been rooting out clerics of other gods wherever they find them. Pholtus-worshiping pious templars command military units of any size, and they report directly to high-level clerics. The Theocracy of the Pale is largely a closed society, although it sends waves of evangelist clerics into its neighbors seeking converts.

Structure: Theocracies have religious versions of any of the secular government types; absolute authority can rest with a single person or a small group of oligarchs. Clerics dominate the hierarchy, but the expertise of other classes is valued when it's in the service of the deity.

Theocracies generally have complex bureaucracies. Most officials have to answer to two bosses: their superior in the bureaucracy and another boss responsible for religious matters. Because loyalty to the state is connected to loyalty to the deity, the state security agency often takes an inquisitorial bent. The theocracy's military has far more clerics than you'd expect in an ordinary army.

PC Roles: Low-level PCs who live in a theocracy might be assigned to root out local corruption if they're believers (or escape the inquisition if they worship a deity other than the theocracy's deity). Mid-level PCs make good evangelists, sent beyond the theocracy to help grow a community of believers. High-level PCs might take a role in the leadership of the nation themselves, leading armies to fight the hordes of unbelievers that threaten the theocracy.

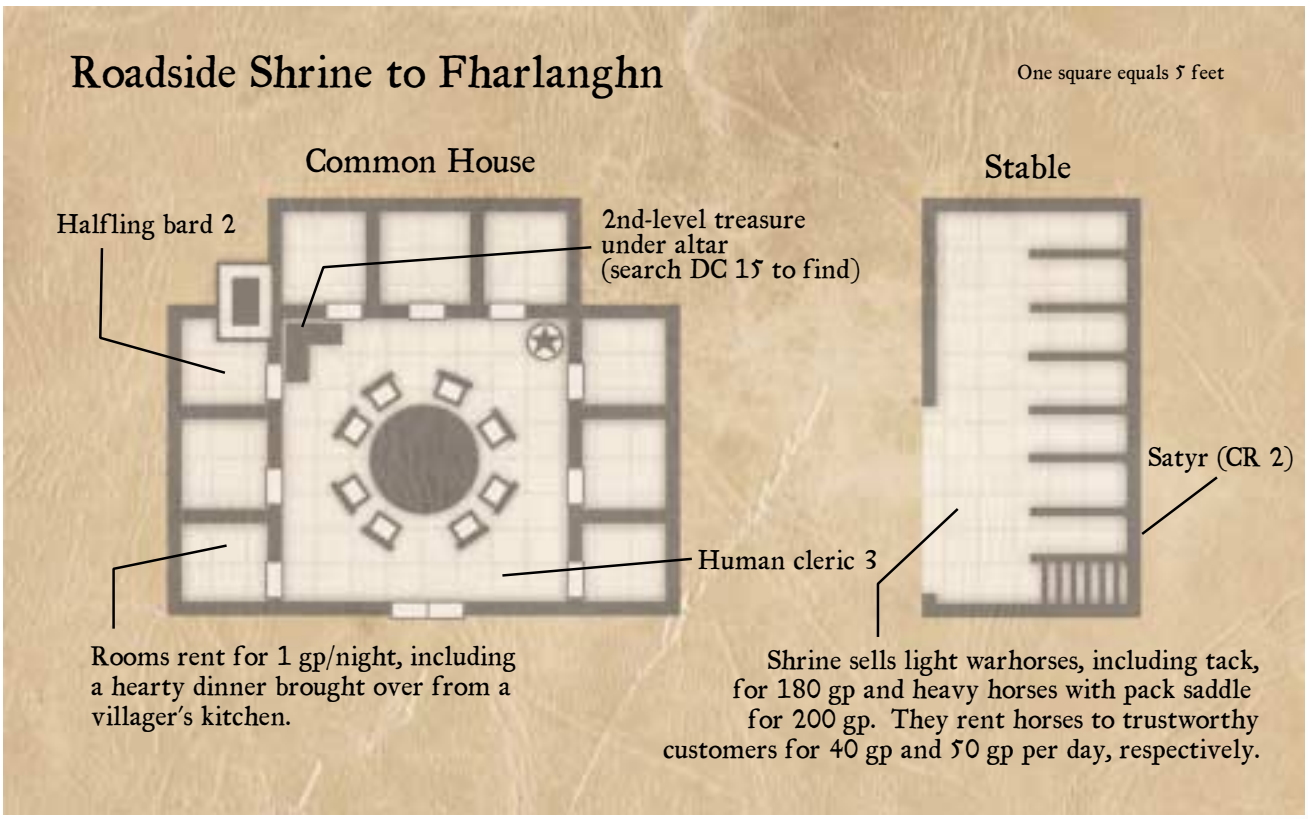
Important NPCs: If the PCs are traveling in a theocracy, they'll meet low-level clerics in almost every activity they undertake. Some if not all of the city guards are clerics, the merchants in the bazaar are clerics, and the scribes in the libraries and law-houses are clerics. Monsters affiliated with the deity of the theocracy are far more common than they'd otherwise be. In the lawful neutral Theocracy of the Pale, for examples, inevitables often chase down the most heinous lawbreakers.

Adventure Seeds: The nature of a theocracy would be an important part of the following adventures.

- The characters must enter a theocracy to deliver a secret message to an underground faith
- Corruption is rampant in the theocracy's leadership, and the characters must stamp it out.
- The rivalry between two gods spreads to war between their respective theocracies, and the PCs must bring peace to a religious war.

GLOBAL CHURCHES

World-spanning churches have a greater reach than theocracies, but they don't wield control over secular aspects of life such as agriculture, trade, and the military. They may have great power, but they exist in a particular place because the government permits their worship. Because


Roadside Shrine to Fharlanghn
One square equals 5 feet
Common House
Halfling bard 2
2nd-level treasure under altar (search DC 15 to find)
Human cleric 3
Rooms rent for 1 gp/night, including a hearty dinner brought over from a villager's kitchen.
Stable
Satyr (CR 2)
Shrine sells light warhorses, including tack, for 180 gp and heavy horses with pack saddle for 200 gp. They rent horses to trustworthy customers for 40 gp and 50 gp per day, respectively.

their organization stretches across national boundaries, they can coordinate efforts in several nations to bring about a desired end.

Worshipers of Pelor, for example, exist in every nation, and they share a worship of the sun god regardless of their nationality. The head priests of powerful temples are in contact with one another and with the religion's overall leadership. If the secular leaders of one nation place an onerous tax on Pelor's temples, word will spread through Pelor's hierarchy. Other nations might be persuaded by their Pelorites to apply diplomatic pressure to get the tax repealed.

Structure: In many ways, a global church functions like a nation, but it doesn't have any territory other than its temples. It treats its worshipers (whether well or poorly) as citizens, and the collections from temples function as tax revenue. Some global churches even maintain standing armies ready for the next crusade against enemies of the faith, although the soldiers are often dispersed so secular nations don't see the church as a military rival. The leaders of a global church are often a council composed of the highest-ranking priest of each nation. When the council makes a decision—or they're given a directive from the deity—each council member is responsible for giving orders to the clergy in his or her nation.

PC Roles: Even a global church isn't all-powerful, so it might ask PCs to undertake a quest that takes them to a far-off land. High-level PCs might be key troubleshooters sent from place to place to shepherd the faith through tough times.

Important NPCs: Because they worship a particular deity, even low-level PCs can sometimes get assistance from a local branch of a global church when the average resident would look askance at strangers. Global churches have to maintain a global communication network among their member temples, so many characters connected with the church travel from place to place. The upper ranks of the church hierarchy are almost all clerics, and many aren't native to the lands where they preach.

Adventure Seeds: Global churches figure prominently in the following adventures.

- A visiting cleric comes from a far-off land and hires the PCs to be local guides on his quest.
- The characters sign up for a crusade that promises to bring together worshipers from many lands into a single massive army. The PCs must deal with their strange comrades as they fight the church's enemies.
- A deity commands the PCs to unify its disparate national churches into a single community of worshipers—a global church.

Illus. by W. Reynolds

SECTS AND SCHISMS

Even within theocracies and global churches, not every believer shares the same opinions on every topic. Most churches of any size have factions that come into conflict, whether genteel or bitter, over matters esoteric or mundane. These factions are called sects, and their conflicts are called schisms.

The church of Heironeous, for example has a sect called the Lawgivers that believes that a codified set of laws is the highest ideal and that no one is above the law. The Justicebringer sect, on the other hand, believes that justice itself is the highest good and that formal laws are useful only as long as they facilitate bringing punishment to the guilty. The two factions don't fight openly in a well-organized church such as that of Heironeous, but their clerics are rivals who strive to keep each other out of influential positions in the hierarchy.

Structure: Sects are often unofficial, describing a shared set of beliefs rather than formal membership in an organization. Unofficial sects use the same hierarchy that the church as a whole does; the member of a sect with the highest rank in the larger church issues orders to subordinates who also happen to be of that sect. When sects are more formal, it's because the split emerged along organizational lines in the first place. St. Cuthbert's Evangelism Ministry often comes into conflict with its Congregational Ministry, because one sect wants to seek new converts while the other sect wants to care for the worshipers it already has.

Few large churches exist for long without at least a minor schism developing. Even when one sect completely dominates a church, one of two things soon happens. Either the dominant sect splits in half over a different issue, or a new sect arises to challenge the dominant one.

PC Roles: Low-level PCs who worship a particular deity might be recruited into a specific sect of their faith, while mid-level PCs might have to fend off the machinations of a rival sect. High-level PCs can be responsible for a schism of their own if they come into conflict with the church leaders. If the PCs' followers flock to them, a new sect will be born.

Important NPCs: It's not always obvious which NPC worshipers are affiliated with which sect of a particular faith. While some sects have their own symbols, dress, or other obvious identifiers, others only reveal their sect affiliation after a long conversation on matters of faith. If the schism is particularly severe, the sects involved might be rife with secret members and double agents.

Adventure Seeds: Schisms and sects are important to the following adventure ideas:

- A schism erupts in the church, and both sides want the PCs to declare their affiliation. Once they've done so, they've earned the enmity of the sect and must fend off attacks and attempts at skullduggery.
- The PCs must acquire a particular relic as an initiation rite into a particularly prestigious sect.
- The head of a sect declares herself a demigod, and the characters must find out whether or not she's truly divine and what her plans are.

REGIONAL AND DISPERSED CHURCHES

Regional churches function just like global churches, only their reach doesn't extend beyond a particular province or nation. Dispersed churches are technically global concerns, but their sphere of influence is so limited that they aren't found everywhere.

Lolth has a regional church, because temples to her are found only among the drow. Boccob has a dispersed church. His library-temples can be found in many of the major cities of the world, but they don't stretch into the countryside and they don't concern themselves with affairs other than the accumulation of lore.

Structure: Regional and dispersed churches tend to put most authority in the hands of the high priest of the local temple. While such churches may have higher-ranking leaders, they can't be everywhere at once and only set overall goals for the church. The day-to-day decisions are all made at the temple level.

PC Roles: Because the temples can't rely on outside help, they'll often hire low-level and mid-level PCs to undertake quests and missions important to the church. High-level PCs are certainly capable of running a temple themselves.

Important NPCs: Regional and dispersed churches tend to have more nonclerics in their ranks, because the church hierarchy is less vertical and cleric training is harder to come by. However, the high priest in each temple is almost always a cleric.

Adventure Seeds: The following adventure ideas rely on regional and dispersed churches.

- A sea-god wants to establish a network of independent shrines up and down a particularly dangerous stretch of coast, and the characters must patrol the seas to keep the shrines safe.
- A group of sky-god pilgrims hire the characters to take them from a nearby temple to a monastery high in the mountains.
- The PCs learn that two temples of the same deity are bitter rivals, eager to subvert each other at every available opportunity. The characters must figure out the origin of the rivalry and bring peace to the church.

Illus. by W. Reynolds

CULTS

While the word "cult" conjures up images of black-robed clerics summoning evil creatures in a forest clearing, it really describes any small, secret group of like-minded believers. Many of them are indeed the evil summoners most believe them to be. In a tyrannical nation, however, the secret rebels who worship Pelor and Heironeous are the cultists, trying to evade the notice of Hextor's inquisitors.

Cults to Vecna, for example, gather for illicit rituals devoted to deceit and treachery—Vecna is the god of secrets, after all. They plot intrigues against local leaders and especially the clergy of other gods.

Structure: Cults are generally small, with fewer than a hundred members. Most have a single high priest or similar figure as their leader, although sometimes the high priest is just a figurehead and another character—often a monster—is pulling the strings. Cultists often take elaborate precautions to maintain security, including secret temples, passwords, codes, and other tools of espionage.

PC Roles: Cults are more often working against the PCs than with them, because worshipers of good gods rarely need to worship in secret. However, in an evil land (and for higher-level PCs, on an evil plane), the PCs might be revolutionaries who worship their gods in secret and plot against their evil overlords.

Important NPCs: Cultists are staple D&D antagonists—most are low-level clerics, but arcane spellcasters (especially conjurers) are reasonably common. The cult is often led by a high-level cleric, an outsider (such as a demon or devil), or an aberration (such as a beholder or mind flayer). Sometimes the rank-and-file members of the cult have been misled about who their true masters are.

Adventure Seeds: Cults figure prominently in the following adventures.

- Unmarried women are disappearing from small fishing villages. The PCs must find the cult that's kidnapping them for its strange rites.
- The court of the king is increasingly strident in its rhetoric against a neighboring nation. The PCs learn that a secret cult among some of the king's inner circle is trying to manufacture a war, and they must figure out which courtiers are cultists and which aren't.
- The characters thwart a cult several times, only to have it bounce back stronger from each defeat. To end its menace, the PCs must infiltrate the cult from within, pretending to be cultists themselves.

Illus. by Scott Roller

The new spells in the following lists supplement those found in the *Player's Handbook*. Domain and shugenja spells with an asterisc are described in this book while the others are found on the *Player's Handbook*.

NEW BARD SPELLS

2ND-LEVEL BARD SPELL

Wave of Grief: Cone imposes –3 penalty on attacks, checks, and saves.

5TH-LEVEL BARD SPELL

Blink, Improved: As *blink*, but safer and with more control.

6TH-LEVEL BARD SPELL

Bestow Curse, Greater: As *bestow curse*, but more severe penalties.

NEW BLACKGUARD SPELLS

1ST-LEVEL BLACKGUARD SPELLS

Divine Sacrifice: You sacrifice hit points to deal extra damage.

Golden Barding: Your mount gets force armor.

Resurgence: You grant subject a second chance at a saving throw.

Traveler's Mount: Creature moves faster but can't attack.

2ND-LEVEL BLACKGUARD SPELLS

Blessed Aim: +2 bonus for allies' ranged attacks.

Curse of Ill Fortune: Target suffers –3 penalty on attacks, checks, and saves.

Wave of Grief: Cone imposes –3 penalty on attacks, checks, and saves.

Zeal: You move through foes to attack the enemy you want.

3RD-LEVEL BLACKGUARD SPELL

Resurgence, Mass: As *resurgence*, but multiple targets.

4TH-LEVEL BLACKGUARD SPELLS

Implacable Pursuer: You know where prey is, as long as it's moving.

Revenance: Restores dead creature to life for 1 min./level.
Visage of the Deity, Lesser: You gain +4 Cha and resistance 10 to certain energy types.
Weapon of the Deity: Your weapon gains enhancement bonus and special ability.
Winged Mount: Your mount grows wings and flies at speed of 60 ft.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Nimbus of Light: Sunlight illuminates you until released as an attack for 1d8 +1/level damage.
Omen of Peril[F]**:** You know how dangerous the future will be.
Resurgence: You grant subject a second chance at a saving throw.
Vigor, Lesser: Creature heals 1 hp/round (max 15 rounds).

2ND-LEVEL CLERIC SPELLS

Brambles[M]**:** Wooden weapon grows spikes that deal +1 damage/caster level (max +10).
Curse of Ill Fortune: Target suffers –3 penalty on attacks, checks, and saves.
Deific Vengeance: God's punishment deals 1d6 damage/two caster levels (max 5d6).
Wave of Grief: Cone imposes –3 penalty on attacks, checks, and saves.

3RD-LEVEL CLERIC SPELLS

Blessed Aim: +2 bonus for allies' ranged attacks.
Briar Web: Area entangles creatures and thorns deal 2d6 damage.
Chain of Eyes: You send magical sensor to infiltrate an area.
Flame of Faith: Gives weapon the flaming burst quality.
Spikes: As *brambles,* but weapon gains +2 bonus and doubled threat range.
Telepathic Bond, Lesser: As *Rary's telepathic bond,* but you and one other creature.
Vigor: As *lesser vigor,* but 2 hp/round (max 25 rounds).
Vigor, Mass Lesser: As *lesser vigor,* but multiple targets (max 25 rounds).
Visage of the Deity, Lesser: You gain +4 Cha and resistance 10 to certain energy types.
Wrack: Renders creature helpless with pain.

4TH-LEVEL CLERIC SPELLS

Beast Claws[M]**:** Your hands become slashing natural weapons.
Castigate: Verbal rebuke deafens all who hear and damages those whose alignment differs from yours.
Doomtide: Black mist obscures sight, dazes those inside.
Energy Vortex: Burst of energy centered on you damages nearby creatures.
Recitation: Your allies get bonus on attacks and saves, and your foes get penalties.
Resurgence, Mass: As *resurgence,* but multiple targets.
Revenance: Restores dead creature to life for 1 min./level.
Weapon of the Deity: Your weapon gains enhancement bonus and special ability.
Weather Eye[M]**:** You accurate predict weather up to one week ahead.

5TH-LEVEL CLERIC SPELLS

Dance of the Unicorn: Purifying mist washes the air clean of smoke, dust, and poisons.
Divine Agility: You improve creature's Reflex saves, Dexterity, and maneuverability in combat.
Dragon Breath: You choose a dragon type and mimic its breath weapon.
Stalwart Pact[X]**:** You gain combat bonuses automatically when reduced to half hit points or lower.
Subvert Planar Essence[M]**:** Reduces target's DR and SR.
Vigor, Greater: As *lesser vigor,* but 4 hp/round.

6TH-LEVEL CLERIC SPELLS

Cometfall: Comet falls atop foes, damaging them and knocking them prone.
Vigorous Circle: As *mass lesser vigor* except 3 hp/round (max 40 rounds).

DOMAINS, SPELLS, AND PREVIOUSLY PUBLISHED MATERIAL

This chapter endeavors to provide both new spells and domains and updates of existing material. Several of the domains and spells in this chapter bear the same name as previous published versions. In these instances, the version here supercedes the original versions. For the most part, spells not included here continue to be playable in their original form.

Some spells underwent significant revision and appear under new names. In these instances, we strongly advocate using the updated versions.

The aspect of the deity spell from Defenders of the Faith became the visage of the deity spells.

The regeneration-focused spells from Masters of the Wild (regnerate circle, regenerate critical wounds, regenerate light wounds, regenerate moderate wound, regnerate ring, and regenerate serious wounds) appear in this volumn as the vigor spells.

Visage of the Deity: As *lesser visage of the deity,* but you become celestial or fiendish.

Zealot Pact[X]: You automatically gain combat bonuses when you attack someone of opposite alignment.

7th-Level Cleric Spells

Bestow Curse, Greater: As *bestow curse,* but more severe penalties.

Renewal Pact[X]: Creature is automatically healed if adverse condition affects it.

Righteous Wrath of the Faithful: Your allies get bonuses, especially if they worship your deity.

Slime Wave[M]: Creates a 15ft spread of green slime.

Spell Resistance, Mass: As *spell resistance,* but multiple targets.

8th-Level Cleric Spells

Brain Spider[M]: Listen to thoughts of up to eight other creatures.

Death Pact[MX]: Deity brings you back from the dead automatically.

Stormrage: You can fly and fire lightning from your eyes.

9th-Level Cleric Spells

Visage of the Deity, Greater: As *lesser visage of the deity,* but you become half-celestial or half-fiendish.

New Domains

The following domains supplement those found in Chapter 11 of the *Player's Handbook*. Each domain lists deities from the core pantheon and often includes other options.

Celerity Domain

Core Deities: Ehlonna, Fharlanghn, Olidammara.

Other Deities: Xan Yae, Zuoken.

Granted Power: Your land speed is faster than the normal for your race by +10 feet. This benefit is lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

Celerity Domain Spells

1 **Expeditious Retreat:** Your speed increases by 30ft.
2 **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
3 **Blur:** Attacks miss subject 20% of the time.
4 **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
5 **Tree Stride:** Step from one tree to another far away.
6 **Wind Walk:** You and your allies turn vaporous and travel fast.
7 **Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.
8 **Blink, Improved*:** As *blink*, but safer and with more control.
9 **Time Stop:** You act freely for 1d4+1 rounds.

Cold Domain

Core Deities: Bahamut.

Other Deities: Telchor.

Granted Power: You can turn or destroy fire creatures as a good cleric turns undead. You can also rebuke or command cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Cold Domain Spells

1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
2 **Chill Metal:** Cold metal damages those who touch it.
3 **Sleet Storm:** Hampers vision and movement.
4 **Ice Storm:** Hail deals 5d6 damage in cylinder 40ft across.
5 **Wall of Ice:** *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.
6 **Cone of Cold:** 1d6/level cold damage.
7 **Control Weather:** Changes weather in local area.
8 **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
9 **Obedient Avalanche*:** Snowy avalanche crushes and buries your foes.

Community Domain

Core Deities: Corellon Larethian, Garl Glittergold, Pelor, Yondalla.

Other Deities: Bralm, Rao.

Granted Power: Use *calm emotions* as a spell-like ability once per day. Gain +2 bonus on Diplomacy checks.

Community Domain Spells

1 **Bless:** Allies gain +1 attack and +1 on saves against fear.
2 **Status:** Monitors condition, position of allies.
3 **Prayer:** Allies gain +1 on most rolls, and enemies suffer –1.

Aligned Spells in Non-Aligned Domains

Some domains listed here include spells with an alignment descriptor, meaning that a character with the domain may be unable to cast one or more of his domain spells. Spellcasters who are restricted from casting spells of certain alignments must abide by those restrictions even if the spell is a domain spell. For instance, a chaotic cleric who chooses the Inquisition domain can't cast any of the domain spells with the Law descriptor, such as *detect chaos*.

4 **Tongues:** Speak any language.
5 **Rary's Telepathic Bond:** Link lets allies communicate.
6 **Heroes' Feast:** Food for 1 creature/level, cures and blesses.
7 **Refuge**[M]**:** Alters item to transport its possessor to you.
8 **Mordenkainen's Magnificent Mansion**[F]**:** Door leads to extradimensional mansion.
9 **Heal, Mass:** As *heal*, but with several subjects.

COMPETITION DOMAIN

Core Deities: Kord.
Other Deities: Joramy, Llerg.
Granted Power: You relish the chance to prove yourself against your foes. As an extraordinary ability, you gain a +1 bonus on all opposed checks you make.

Competition Domain Spells

1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
2 **Zeal***: You move through foes to attack the enemy you want.
3 **Prayer:** Allies +1 bonus on most rolls, enemies –1 penalty.
4 **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
5 **Righteous Might:** Your size increases, and you gain combat bonuses.
6 **Zealot Pact***: You automatically gain combat bonuses when you attack someone of opposite alignment.
7 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
8 **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9 **Visage of the Deity, Greater***: As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

CREATION DOMAIN

Core Deities: Garl Glittergold, Moradin, Yondalla.
Other Deities: None.
Granted Power: You cast Conjuration (creation) spells at +1 caster level.

Creation Domain Spells

1 **Create Water:** Creates 2 gallons/level of pure water.
2 **Minor Image:** Creates audial and visual illusion of your design.
3 **Create Food and Water:** Feeds three humans (or one horse)/level.
4 **Minor Creation:** Creates one cloth or wood object.
5 **Major Creation:** As *minor creation*, plus stone and metal.
6 **Heroes' Feast:** Food for 1 creature/level, cures and blesses.
7 **Permanent Image F:** Includes sight, sound, and smell.
8 **True Creation**[X*]**:** As *major creation*, but permanent.
9 **Pavilion of Grandeur***: A feast and a great pavilion are created.

DOMINATION DOMAIN

Core Deities: Gruumsh, Hextor, St. Cuthbert, Wee Jas.
Other Deities: None.
Granted Power: You gain the Spell Focus (Enchantment) feat.

Domination Domain Spells

1 **Command:** One subject obeys one-word command for 1 round.
2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
3 **Suggestion:** Compels subject to follow stated course of action.
4 **Dominate Person:** Controls humanoid telepathically.
5 **Greater Command:** As *command*, but affects one subject/level.
6 **Geas/Quest:** As *lesser geas*, but affects any creature.
7 **Suggestion, Mass:** As *suggestion*, plus one/level subjects.
8 **True Domination***: As *dominate person*, but save at –4.
9 **Monstrous Thrall**[X*]**:** As *true domination*, but permanent and affects any creature.

DREAM DOMAIN

Core Deities: None.
Other Deities: Diirinka.
Granted Power: Because you have long delved into dreams and nightmares, you are immune to fear effects.

Dream Domain Spells

1 **Sleep:** Puts 4 HD of creatures into magical slumber.
2 **Augury**[M, F]**:** Learns whether an action will be good or bad.
3 **Deep Slumber:** Puts 10 HD of creatures to sleep.
4 **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5 **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
6 **Dream Sight***: Your spirit can hear and see at a distance for 1 min./level.
7 **Scrying, Greater**[F]**:** As *scrying*, but faster and longer.
8 **Power Word Stun:** Stuns creature with 150 hp or less.
9 **Weird:** As *phantasmal killer*, but affects all within 30 ft.

FORCE DOMAIN

Core Deities: None.
Other Deities: Tharizdun.
Granted Power: By manipulating cosmic forces of inertia and force, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better

of the two rolls. This granted power is considered a supernatural ability.

Force Domain Spells

1 **Mage Armor**[F]**:** Gives subject +4 armor bonus.
2 **Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).
3 **Blast of Force***: Ray deals 1d6 damage/two caster levels (max 5d6).
4 **Otiluke's Resilient Sphere**[M]**:** Force globe protects but traps one subject.
5 **Wall of Force**[M]**:** Wall is immune to damage.
6 **Repulsion:** Creatures can't approach you.
7 **Forcecage**[M]**:** Cube or cage of force imprisons all inside.
8 **Otiluke's Telekinetic Sphere**[M]**:** As *Otiluke's resilient sphere*, but you move sphere telekinetically.
9 **Bigby's Crushing Hand**[M]**:** Large hand provides cover, pushes, or crushes your foes.

GLORY DOMAIN

Core Deities: Heironeous, Pelor.
Other Deities: None.
Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells

1 **Disrupt Undead:** Deals 1d6 damage to one undead.
2 **Bless Weapon:** Weapon strikes true against evil foes.
3 **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
4 **Holy Smite:** Damages and blinds evil creatures.
5 **Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.
6 **Bolt of Glory***: Positive energy ray deals extra damage to evil outsiders and undead.
7 **Sunbeam:** Blinds and deals 4d6 damage.
8 **Crown of Glory**[M] *: You gain +4 Charisma and enthrall those who hear you.
9 **Gate:** Connects two planes for travel or summoning.

INQUISITION DOMAIN

Core Deities: Heironeous.
Other Deities: Pholtus.
Granted Power: Gain a +4 bonus on all dispel checks.

Inquisition Domain Spells

1 **Detect Chaos:** Reveals chaotic creatures, spells, or objects.
2 **Zone of Truth:** Subjects within range can't lie.
3 **Detect Thoughts:** Allows "listening" to surface thoughts.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **True Seeing:** See all things as they really are.
6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
7 **Dictum:** Kills, paralyzes, weakens, or dazes nonlawful subjects.
8 **Shield of Law:** +4 AC, +4 resistance, and SR 25 against chaotic spells.
9 **Imprisonment:** Entombs subject beneath the earth.

LIBERATION DOMAIN

Core Deities: None.
Other Deities: Trithereon.
Granted Power: If you are affected by a charm, compulsion, or fear effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw. This granted power is considered a supernatural ability.

Liberation Domain Spells

1 **Omen of Peril***: You know how dangerous the future will be.
2 **Undetectable Alignment:** Conceals alignment for 24 hours.
3 **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, –2 to AC.
4 **Freedom of Movement:** Subject moves normally despite impediments.
5 **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
6 **Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
7 **Refuge:** Alters item to transport its possessor to you.
8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9 **Unbinding:** Frees everyone in range from spells that constrain or bind.

MADNESS DOMAIN

Core Deities: Erythnul, Vecna.
Other Deities: Tharizdun.
Granted Power: Your insanity gives you insight. You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

Madness Domain Spells

1 **Confusion, Lesser:** One creature acts randomly for one round.
2 **Touch of Madness***: Dazes one creature for 1 round/level.
3 **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, –2 to AC.

4 **Confusion:** Makes subject behave oddly for 1 round/level.
5 **Bolts of Bedevilment*:** One ray/round, dazes 1d3 rounds.
6 **Phantasmal Killer:** Fearsome illusion kills one creature or deals 3d6 damage.
7 **Insanity:** Subject suffers continuous confusion.
8 **Maddening Scream*:** Subject has –4 AC, no shield, Reflex save on 20 only.
9 **Weird:** As *phantasmal killer,* but affects all within 30ft.

MIND DOMAIN

Core Deities: Boccob, Olidammara, Wee Jas.
Other Deities: None.
Granted Power: Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks.

Mind Domain Spells

1 **Comprehend Languages:** Understands all spoken and written languages.
2 **Detect Thoughts:** Allows "listening" to surface thoughts.
3 **Lesser Telepathic Bond*:** Link with subject within 30 ft. for 10 min./level.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **Rary's Telepathic Bond:** Link lets allies communicate.
6 **Probe Thoughts*:** Read subject's memories, one question/round.
7 **Brain Spider[M] *:** Eavesdrop on thoughts of up to eight other creatures.
8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9 **Weird:** As *phantasmal killer,* but affects all within 30ft.

MYSTICISM DOMAIN

Core Deities: None.
Other Deities: None. Neutral, Lawful Neutral, and Chaotic Neutral deities would never have this domain.
Granted Power: Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This is a supernatural ability and its effects last for 1 round per cleric level.

Mysticism Domain Spells

1 **Divine Favor:** You gain attack, damage bonus, +1/3 levels.
2 **Spiritual Weapon:** Magical weapon attacks on its own.
3 **Visage of the Deity, Lesser*:** Your form becomes more like your deity's.
4 **Weapon of the Deity*:** Your weapon gains enhancement bonus and special ability.
5 **Righteous Might:** Your size increases, and you gain +4 Strength.
6 **Visage of the Deity*:** As *lesser visage of the deity,* but you get celestial or fiendish qualities.
7 **Blasphemy/Holy Word†:** Kills, paralyzes, weakens, or dazes nonevil/nongood subjects.
8 **Holy Aura/Unholy Aura†:**+4 AC, +4 resistance, and SR 25 against evil/good spells.
9 **Visage of the Deity, Greater†*:** As *lesser visage of the deity,* but you become half-celestial or half-fiendish.

† Choose one spell of those given, based on your alignment, that is always your domain spell for this level.

ORACLE DOMAIN

Core Deities: Boccob.
Other Deities: Celestian, Cyndor, Istus.
Granted Power: You cast divination spells at +2 caster levels.

Oracle Domain Spells

1 **Identify[M]:** Determines single feature of magic item.
2 **Augury[M, F]:** Learns whether an action will be good or bad.
3 **Divination[M]:** Provides useful advice for specific, proposed action.
4 **Scrying[F]:** Spies on subject from a distance.
5 **Commune[X]:** Deity answers one yes-or-no question/level.
6 **Legend Lore[M, F]:** Learn tales about a person, place, or thing.
7 **Scrying, Greater:** As *scrying,* but faster and longer.
8 **Discern Location:** Exact location of creature or object.
9 **Foresight:** "Sixth sense" warns of impending danger.

PACT DOMAIN

Core Deities: None.
Other Deities: Bralm, Mouqol.
Granted Power: Add Appraise, Intimidate, and Sense Motive to your list of cleric class skills.

Pact Domain Spells

1 **Command:** One subject obeys selected command for 1 round.
2 **Shield Other:** You take half of subject's damage.
3 **Speak With Dead:** Corpse answers one question/two levels.
4 **Divination:** Provides useful advice for specific proposed actions.
5 **Stalwart Pact[X*]:** You gain combat bonuses automatically when reduced to half hit points or lower.
6 **Zealot Pact[X*]:** You automatically gain combat bonuses when you attack someone of opposite alignment.
7 **Renewal Pact[X*]:** Creature is automatically healed if adverse condition affects it.
8 **Death Pact[M, X*]:** Deity brings you back from the dead automatically.
9 **Gate:** Connects two planes for travel or summoning.

PESTILENCE DOMAIN

Core Deities: Nerull.

Other Deities: Incabulos.

Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells

1 **Doom:** One subject suffers –2 on attacks, damage, saves, and checks.
2 **Summon Swarm:** Summons swarm of bats, rats, or spiders.
3 **Contagion:** Infects subject with chosen disease.
4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
5 **Plague of Rats*:** Summons horde of diseased rats.
6 **Curse of Lycanthropy[M]:** Causes temporary lycanthropy in subject.
7 **Scourge[F]*:** Inflicts a disease that must be magically cured, one subject/level.
8 **Create Greater Undead†:** Create shadows, wraiths, spectres, or devourers.
9 **Otyugh Swarm:** Creates 3d4 otyughs or 1d3+1 Huge otyughs.

† May only be used to create mummies.

PURIFICATION DOMAIN

Core Deities: None.

Other Deities: Rao, Wastri.

Granted Power: You cast abjuration spells at +1 caster level.

Purification Domain Spells

1 **Nimbus of Light*:** Sunlight illuminates you until released as an attack for 1d8 +1/level damage.
2 **Deific Vengeance*:** Deity's punishment deals 1d6 damage/two caster levels (max 5d6).
3 **Recitation*:** Your allies get bonus on attacks and saves, and your foes get penalties.
4 **Castigate*:** Verbal rebuke deafens all who hear and damages those whose alignment differs from yours.
5 **Dance of the Unicorn*:** Purifying mist washes the air clean of smoke, dust, and poisons.
6 **Fires of Purity*:** Target bursts into magical flame, becoming a dangerous weapon.
7 **Righteous Wrath of the Faithful*:** Your allies get bonuses, especially if they worship your deity.
8 **Sunburst:** Blinds all within 10ft, deals 6d6 damage.
9 **Visage of the Deity, Greater*:** As *lesser visage of the deity*, but you become half-celestial or half-fiendish.

SUMMONER DOMAIN

Core Deities: None.

Other Deities: Trithereon.

Granted Power: Add +2 to your caster level for all Conjuration (summoning) or Conjuration (calling) spells.

Summoner Domain Spells

1 **Summon Monster I:** Calls outsider to fight for you.
2 **Summon Monster II:** Calls outsider to fight for you.
3 **Summon Monster III:** Calls outsider to fight for you.
4 **Lesser Planar Ally:** Exchange services with an 8 HD outsider.
5 **Summon Monster V:** Calls outsider to fight for you.
6 **Planar Ally:** As *lesser planar ally*, but up to 16 HD.
7 **Summon Monster VII:** Calls outsider to fight for you.
8 **Greater Planar Ally:** As *lesser planar ally*, but up to 24 HD.
9 **Gate:** Connects two planes for travel or summoning.

WEATHER DOMAIN

Core Deities: Fharlanghn, Obad-Hai.

Other Deities: Geshtai.

Granted Power: Inclement weather has less of an effect on you. Rain and snow don't penalize your Spot and Search checks. You can move through snow-covered and icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.

Weather Domain Spells

1 **Obscuring Mist:** Fog surrounds you.
2 **Gust of Wind:** Blows away or knocks down smaller creatures.
3 **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4 **Ice Storm:** Hail deals 5d6 damage in cylinder 40ft across.
5 **Binding Winds*:** Air prevents target from moving, hinders ranged attacks.
6 **Cloudwalkers*:** Targets can walk on clouds, flying at high altitudes.
7 **Control Weather:** Changes weather in local area.
8 **Whirlwind:** Cyclone deals damage and can pick up creatures.
9 **Whirlwind, Greater*:** As *whirlwind*, but larger and more destructive.

NEW DRUID SPELLS

0-LEVEL DRUID SPELL

Naturewatch: As *deathwatch*, but on animals and plants.

1ST-LEVEL DRUID SPELLS

Beget Bogun[MX]: You create a Tiny nature servant.

Camouflage: Grants +10 bonus on Hide checks.

Hawkeye: You gain +5 on spot checks and fire ranged weapons better.

Omen of Peril[F]: You know how dangerous the future will be.
Sandblast: You fire hot sand that deals 1d6 nonlethal damage, stuns enemies.
Traveler's Mount: Creature moves faster but can't attack.
Vigor, Lesser: Creature heals 1 hp/round (max 15 rounds).
Wood Wose: Nature spirit does simple tasks for you.

2ND-LEVEL DRUID SPELLS

Body of the Sun: Your body emanates fire, dealing 1d4+1 damage.
Brambles: Wooden weapon grows spikes that deal +1 damage/caster level (max +10).
Briar Web: Area entangles creatures and thorns deal 2d6 damage.
Cloudburst: Hampers vision and ranged attacks, puts out normal fires.
Creeping Cold[F]: Creature feels chill that increases with each round.
Decomposition: Wounds deal 1 extra point of damage each round.
Scent: Grants the scent special ability.

3RD-LEVEL DRUID SPELLS

Beast Claws: Your hands become slashing natural weapons.
Fire Wings[F]: Your arms become wings that enable flight, deal 2d6 fire damage.
Infestation of Maggots: Touch attack deals 1d4 Con per round.
Nature's Favor: Target animal gains an attack and damage bonus of +1/two levels.
Spikes: As *brambles,* but weapon gains +2 bonus and doubled threat range.
Standing Wave: Magically propels boat or swimming creature.
Vigor: As *lesser vigor,* but 2 hp/round (max 25 rounds).
Vigor, Mass Lesser: As *lesser vigor,* but multiple targets (max 25 rounds).
Weather Eye: You accurate predict weather up to one week ahead.

4TH-LEVEL DRUID SPELLS

Bottle of Smoke[F]: Uncorking bottle creates fast horse made of smoke.
Camouflage, Mass: As *camouflage,* but multiple targets.
Chain of Eyes: You send magical sensor to infiltrate an area.
Energy Vortex: Burst of energy centered on you damages nearby creatures.
Forestfold: You gain +20 on Hide and Move Silently checks as long as you don't move away.
Infestation of Maggots: Maggotlike creatures deal 1d4 Con damage every round.
Languor: Ray slows target and diminishes its Strength.
Murderous Mist: Steam deals 2d6 damage, blinds creatures.

5TH-LEVEL DRUID SPELLS

Binding Winds: Air prevents target from moving, hinders ranged attacks.
Phantom Stag: Magic stag appears for 1 hour/level.
Poison Thorns: You grow thorns that poison your attackers.
Quill Blast: You fling quills in spread, dealing 1d6 damage and imposing penalties.
Rejuvenation Cocoon: Energy cocoon shields creature, then heals it.
Vigor, Greator: As *lesser vigor,* but 4 hp/round.

6TH-LEVEL DRUID SPELLS

Anger of the Noonday Sun: Blinds creatures within 10 ft.
Cometfall: Comet falls atop foes, damaging them and knocking them prone.
Contagious Touch: You infect one creature per round with chosen disease.
Crumble: You erode building or other structure.
Enveloping Cocoon: Entraps target creature and denies save for attached spell.
Fires of Purity: Target bursts into magical flame, becoming a dangerous weapon.
Miasma: Gas fills creature's mouth, suffocating it.
Phantasmal Disorientation: Fools creature's sense of direction, making movement difficult.
Tidal Surge: Wave of water deals 1d8/two levels damage and bull rushes.
Tortoise Shell: Creature gains +6 natural armor, +1/three caster levels above 11th.
Vigorous Circle: As *mass lesser vigor,* but 3 hp/round (max 40 rounds).

7TH-LEVEL DRUID SPELLS

Brilliant Aura: Allies' weapons become brilliant energy, ignoring armor.
Cloudwalkers: Targets can walk on clouds, flying at high altitudes.
Creeping Cold, Greater[F]: As *creeping cold,* but longer duration and more damage.
Poison Vines: Vines grow and poison creatures stuck within them.
Slime Wave: Creates a 15ft spread of green slime.
Storm Tower: Swirling clouds absorb electricity and *magic missiles* and prevent ranged attacks.
Waterspout: Creates column of spinning water.

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MON SPENCER 03

8th-Level Druid Spells

Awaken, Mass[X]: As awaken, but multiple creatures.
Phantom Wolf: Incorporeal wolf fights for you.
Maelstorm: Creates deadly vortex in water.
Stormrage: You can fly and fire lightning from your eyes.
Storm of Elemental Fury: Magic cloud creates wind storm, then hail of stones, then rainstorm, then flame.

9th-Level Druid Spells

Nature's Avatar: Animal gains +10 on attack and damage, extra attack, and 1d8 hp/caster level.
Phantom Bear: Incorporeal bear fights for you.
Shadow Landscape: Makes natural terrain more danger ous, creates guardians that you command.
Unyielding Roots: Creature grows roots that keep it stationary and heal it every round.
Whirlwind, Greater: As *whirlwind*, but larger and more destructive.

New Paladin Spells

1st-Level Paladin Spells

Divine Sacrifice: You sacrifice hit points to deal extra damage.
Golden Barding: Your mount gets force armor.
Resurgence: You grant subject a second chance at a saving throw.
Traveler's Mount: Creature moves faster but can't attack.

2nd-Level Paladin Spells

Blessed Aim: +2 bonus for allies' ranged attacks.
Zeal: You move through foes to attack the enemy you want.

3rd-Level Paladin Spells

Blessing of Bahamut[M]: You gain damage reduction 10/magic.
Resurgence, Mass: As *resurgence*, but multiple targets.

4th-Level Paladin Spells

Revenance: Restores dead creature to life for 1 min./level.
Sacred Haven: Creature gains AC bonus, and you can monitor and heal it magically.
Spiritual Chariot: Creates ghostly chariot behind your mount.
Visage of the Deity, Lesser: You gain +4 Cha and resistance 10 to certain energy types.
Weapon of the Deity: Your weapon gains enhancement bonus and special ability.
Winged Mount: Your mount grows wings and flies at speed of 60ft.

New Ranger Spells

1st-Level Ranger Spells

Camouflage: Grants +10 bonus on Hide checks.
Hawkeye: You gain +5 on spot checks and fire ranged weapons better.
Naturewatch: As *deathwatch*, but on animals and plants.
Traveler's Mount: Creature moves faster but can't attack.

2nd-Level Ranger Spells

Briar Web: Area entangles creatures and thorns deal 2d6 damage.
Nature's Favor: Target animal gains an attack and damage bonus of +1/two levels.
Scent: Grants the scent special ability.

3rd-Level Ranger Spells

Bottle of Smoke[F]: Uncorking bottle creates fast horse made of smoke.
Detect Favored Enemy: You know if favored enemies are within 60 ft.
Embrace the Wild: You gain senses and skills of chosen animal.
Forestfold: You gain +20 on Hide and Move Silently checks as long as you don't move away.
Mark of the Hunter[M]: Rune on creature makes it easier to track and attack.
Phantasmal Decoy: Creates illusory enemy for foe to chase.

4th-Level Ranger Spells

Bane Bow: Weapon becomes +5 bane against favored enemy.
Camouflage, Mass: As *camouflage*, but multiple targets.
Implacable Pursuer: You know where prey is, as long as it's moving.

Shugenja Spells

Shugenjas can cast the following divine spells.

0-Level Shugenja Spells

Air **Daze:** Humanoid creature of 4 HD or less loses next action.
Ghost Sound: Figment sounds.
Guidance: +1 on one attack roll, saving throw, or skill check.
Know Direction: You discern north.
Earth **Mage Hand:** 5 pound telekinesis.
Mending: Makes minor repairs on an object.
Resistance: Subject gains +1 on saving throws.
Virtue: Subject gains 1 temporary hp.
Fire **Dancing Lights:** Creates torches or other lights.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (–1 on attack rolls).

Light: Object shines like a torch.

Water **Create Water:** Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

All **Detect Magic:** Detects spells and magic items within 60ft.

Read Magic: Read scrolls and spellbooks.

1ST-LEVEL SHUGENJA SPELLS

Air **Detect Snares and Pits:** Reveals natural or primitive traps.

Disguise Self: Changes your appearance.

Expeditious Retreat: Your speed increases by 30ft.

Feather Fall: Objects or creatures fall slowly.

Silent Image: Creates minor illusion of your design.

Sleep: Puts 4 HD of creatures into magical slumber.

Earth **Magic Stone:** Three stones gain +1 on attack, deal 1d6+1 damage.

Magic Weapon: Weapon gains +1 bonus.

Pass Without Trace: One subject/level leaves no track.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Fire **Burning Hands:** 1d4/level fire damage (max 5d4).

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

Hypnotism: Fascinates 2d4 HD worth of creatures.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Water **Speak with Animals:** You can communicate with animals.

Bless: Allies gain +1 on attack rolls and saves against fear.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Obscuring Mist: Fog surrounds you.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

All **Endure Elements:** Exist comfortably in hot or cold environments.

2ND-LEVEL SHUGENJA SPELLS

Air **Detect Thoughts:** Allows "listening" to surface thoughts.

Levitate: Subject moves up and down at your direction.

Minor Image: As *silent image*, plus some sound.

Silence: Negates sound in 15ft radius

Color Spray: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.

Earth **Barkskin:** Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Hold Person: Paralyzes one humanoid for 1 round/level.

Make Whole: Repairs an object.

Glitterdust: Blinds creatures, outlines invisible creatures.

Fire **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.

Flame Blade: Touch attack deals 1d8+2/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Heat Metal: Make metal so hot it damages those who touch it.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Water **Fog Cloud:** Fog obscures vision.

Cure Moderate Wounds: Cures 2d8 damage +1 level (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Lesser Restoration: Dispels magical ability penalty or repairs 1d4 ability damage.

Locate Object: Senses direction toward object (specific or type).

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

All **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.

3RD-LEVEL SHUGENJA SPELLS

Air **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Invisibility: Subject is invisible for 1 min/level or until it attacks.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Earth **Greater Magic Weapon:** +1/four levels (max +5).

Meld Into Stone: You and your gear merge with stone.

Plant Growth: Grows vegetation, improves crops.
Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.
Stone Shape: Sculpts stone into any shape.

Fire **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
Daylight: 60ft radius of bright light.
Fire Wings*: Your arms become flaming wings; you can fly or burn things.
Keen Edge: Doubles normal weapon's threat range.
Searing Light: Ray deals 1d8/two levels damage, more against undead.

Water **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Remove Disease: Cures all diseases affecting subject.
Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.

All **Dispel Magic:** Cancels spells and magical effects.
Glyph of Warding[M]: Inscription harms those who pass it.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Summon Nature's Ally III (Small Elemental Only): Calls extraplanar creature to fight for you.

4TH-LEVEL SHUGENJA SPELLS

Air **Air Walk:** Subject treads on air as if solid (climb at 45 degree angle).
Detect Scrying: Alerts you of magical eavesdropping.
Discern Lies: Reveals deliberate falsehoods.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Earth **Death Ward:** Grants immunity to death spells and negative energy effects.
Dismissal: Forces a creature to return to native plane.
Spell Immunity: Subject is immune to one spell per four levels.
Spike Stones: Creatures in area take 1d8 damage, may be *slowed*.
Dimensional Anchor: Bars extradimensional movement.

Fire **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
Flame Arrow: Arrows deal +1d6 fire damage.
Lightning Bolt: Electricity deals 1d6/level damage.
Quench: Extinguishes nonmagical fires or one magic item.
Wall of Fire: Deals 2d4 fire damage out to 10ft and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Water **Control Water:** Raises or lowers bodies of water.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Locate Creature: Indicates direction to familiar creature.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Restoration[M]: Restores level and ability score drains.

5TH-LEVEL SHUGENJA SPELLS

Air **Control Winds:** Change wind direction and speed.
Dimension Door: Teleports you short distance.
Greater Invisibility: As *invisibility*, but subject can attack and stay invisible.
Mirage Arcana: As *hallucinatory terrain*, plus structures.
Persistent Image: As *major image*, but no concentration required.

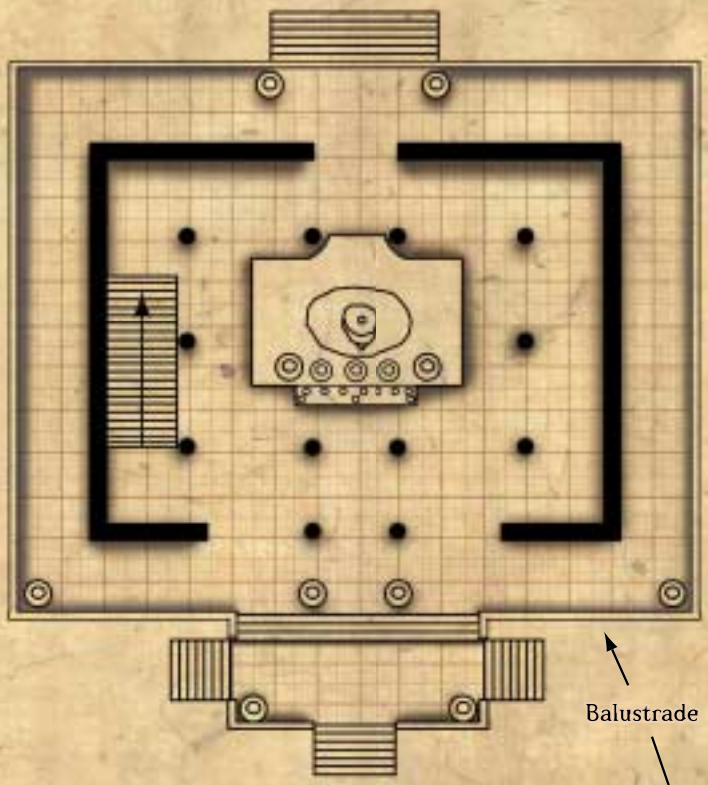
Earth **Passwall:** Creates passage through wood or stone wall.
Spell Resistance: Subject gains SR 12 + level.
Wall of Iron[M]: 30 hp/four levels; can topple onto foes.
Wall of Stone: Creates a stone wall that can be shaped.

Fire **Energy Vortex (Fire Only)*:** Burst of energy centered on you damages nearby creatures.
Confusion: Subjects behave oddly for 1 round/level.
Feeblemind: Subject's Int and Cha drop to 1.
Dragon Breath (Red or Gold Only): You choose a dragon type and mimic its breath weapon.
Flame Strike: Smite foes with divine fire (1d6/level damage).

Water **Atonement[FX]:** Removes burden of misdeeds from subject.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Righteous Might: Your size increases, and you gain combat bonuses.
Scrying[F]: Spies on subject from a distance.
Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

All **Commune With Nature:** Learn about terrain for 1 mile/level.
Summon Nature's Ally V (Medium Elemental Only): Calls creature to fight.

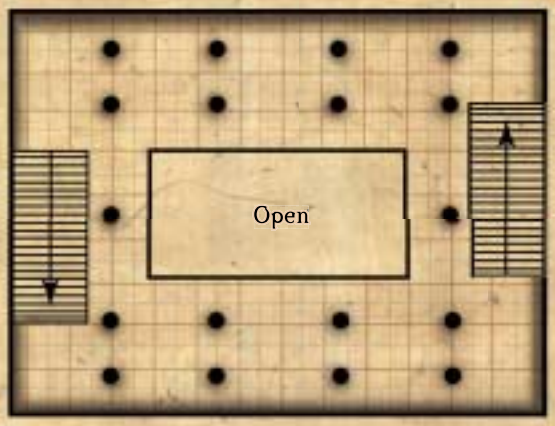
Temple Main Floor and Terraces



Ground Level

Balustrade

Side View



First Terrace

2.5 feet

5 feet

6TH-LEVEL SHUGENJA SPELLS

Air **Cloudkill:** Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Permanent Image: Includes sight, sound, and smell.
Teleport: Instantly transports you as far as 100 miles/level.
Veil: Changes appearance of group of creatures.
Wind Walk: You and your allies turn vaporous and travel fast.

Earth **Antimagic Field:** Negates magic within 10 ft.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Move Earth: Digs trenches and builds hills.
Stone Tell: Talk to natural or worked stone.
Stoneskin[M]**:** Ignore 10 points of damage per attack.

Fire **Fire Seeds:** Acorns and berries become grenades and bombs.
Fires of Purity*: Target bursts into magical flame, becoming a dangerous weapon.
Greater Glyph of Warding: As *glyph of warding*, but up to 10d8 damage or 6th level spell.
Anger of the Noonday Sun*: Blinds creatures within 10ft.

Water **Contingency**[F]**:** Sets trigger condition for another spell.
Control Weather: Changes weather in local area.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Master of the Rolling River*: Wave of water deals 1d8/two levels damage and bull rushes.
True Seeing[M]**:** Lets you see all things as they really are.

All **Dispel Magic, Greater:** As *dispel magic*, but +20 on check.
Summon Nature's Ally VI (Large Elemental Only): Calls creature to fight.

7TH-LEVEL SHUGENJA SPELLS

Air **Mass Invisibility:** As *invisibility*, but affects all in range.
Mislead: Turns you invisible and creates illusory double.
Programmed Image[M]**:** As *major image*, plus triggered by event.
Teleport Object: As *teleport*, but affects a touched object.

Earth **Disintegrate:** Makes one creature or object vanish.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
Statue: Subject can become a statue at will.
Flesh to Stone: Turns subject creature into statue.

Fire **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
Fire Storm: Deals 1d6/level fire damage.
Sunbeam: Beam blinds and deals 4d6 damage.

Water **Greater Restoration**[M]**:** Restores level and ability score drains.
Greater Scrying: As *scrying*, but faster and longer.
Resurrection[M]**:** Fully restore dead subject.
Creeping Cold, Greater*: As *creeping cold*, but longer duration and more damage.

All **Summon Nature's Ally VII (Huge Elemental Only):** Calls creature to fight.

8TH-LEVEL SHUGENJA SPELLS

Air **Screen:** Illusion hides area from vision, scrying.
Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.
Whirlwind: Cyclone deals damage and can pick up creatures.

Earth **Binding**[M]**:** Utilizes an array of techniques to imprison a creature.
Earthquake: Intense tremor shakes 5ft/level radius.
Protection from Spells[M F]**:** Confers +8 resistance bonus.

Fire **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
Power Word Blind: Blinds creature with 200 hp or less.
Sunburst: Blinds all within 10ft, deals 6d6 damage.

Water **Discern Location:** Reveals exact location of creature or object.
Mass Heal: As *heal*, but with several subjects.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

All **Summon Nature's Ally VIII (Greater Elemental Only):** Calls creature to fight.

9TH-LEVEL SHUGENJA SPELLS

Air **Teleportation Circle**[M]**:** Circle teleports any creature inside to designated spot.
Etherealness: Travel to Ethereal Plane with companions.

Earth **Antipathy:** Object or location affected by spell repels certain creatures.
Imprisonment: Entombs subject beneath the earth.

Fire **Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.
Implosion: Kills one creature/round.

Water **True Resurrection**[M]**:** As *resurrection*, plus remains aren't needed.
Storm of Vengeance: Storm rains acid, lightning, and hail.

All **Elemental Swarm:** Summons multiple elementals.
Summon Nature's Ally IX (Elder Elemental Only): Calls creature to fight.

SHUGENJA ORDER SPELLS

Order of the All-Seeing Eye

0 **Guidance:** +1 on one attack roll, saving throw, or skill check.
1 **Detect Snares and Pits:** Reveals natural or primitive traps.
2 **Detect Thoughts:** Allows "listening" to surface thoughts.
3 **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min/level.
4 **Divination[M]:** Provides useful advice for specific proposed actions.
5 **Commune With Nature:** Learn about terrain for 1 mile/level.
6 **Find the Path:** Shows most direct way to a location.
7 **Legend Lore[M F]:** Lets you learn tales about a person, place, or thing.
8 **Vision[MX]:** As *legend lore*, but quicker and strenuous.
9 **Foresight:** "Sixth sense" warns of impending danger.

Order of the Consuming Flame

0 **Flare:** Dazzles one creature (–1 on attack rolls).
1 **Burning Hands:** 1d4/level fire damage (max 5d4).
2 **Produce Flame:** 1d6 damage +1/ level, touch or thrown.
3 **Searing Light:** Ray deals 1d8/two levels damage, more against undead.
4 **Fireball:** 1d6 damage per level, 20ft radius.
5 **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6 **Fires of Purity*:** Target bursts into magical flame, becoming a dangerous weapon.
7 **Fire Storm:** Deals 1d6/level fire damage.
8 **Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.
9 **Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

Order of the Forbidding Wasteland

0 **Detect Magic:** Detects spells and magic items within 60 ft.
1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
2 **Scent:** Grants the scent special ability.
3 **Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.
4 **Phantom Stag*:** Magic stag appears for 1 hour/level.
5 **Dance of the Unicorn*:** Purifying mist washes the air clean of smoke, dust, and poisons.
6 **Control Weather:** Changes weather in local area.
7 **Scrying, Greater:** As *scrying*, but faster and longer.
8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
9 **Shambler:** Summons 1d4+2 shambling mounds to fight for you.

Order of the Gentle Rain

0 **Cure Minor Wounds:** Cures 1 point of damage.
1 **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
2 **Augury[MF]:** Learns whether an action will be good or bad.
3 **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
4 **Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
5 **Commune[X]:** Elemental lord answers one yes-or-no question/level.
6 **Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
7 **Resurrection[M]:** Fully restore dead subject.
8 **Heal, Mass:** As *heal*, but with several subjects.
9 **Soul Bind[F]:** Traps newly dead soul to prevent *resurrection*.

Order of the Impenetrable Crucible

0 **Resistance:** Subject gains +1 on saving throws.
1 **Magic Weapon:** Weapon gains +1 bonus.
2 **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
3 **Magic Weapon, Greater:** +1 bonus/four levels (max +5).
4 **Dismissal:** Forces a creature to return to native plane.
5 **Death Ward:** Grants immunity to all death spells and negative energy effects.
6 **Banishment:** Banishes 2 HD/level of extraplanar creatures.
7 **Repulsion:** Creatures can't approach you.
8 **Binding[M]:** Utilizes an array of techniques to imprison a creature.
9 **Imprisonment:** Entombs subject beneath the earth.

Order of the Ineffable Mystery

0 **Resistance:** Subject gains +1 on saving throws.
1 **Entropic Shield:** Ranged attacks against you have 20% miss chance.
2 **Obscure Object:** Masks object against scrying.
3 **Dispel Magic:** Cancels spells and magical effects.
4 **Spell Immunity:** Subject is immune to one spell per four levels.
5 **Spell Resistance:** Subject gains SR 12 + level.
6 **Antimagic Field:** Negates magic within 10ft.
7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
8 **Protection from Spells[MF]:** Confers +8 resistance bonus.
9 **Mordenkainen's Disjunction:** Dispels magic, disenchants magic items.

Order of the Perfect Sculpture

0 **Mending:** Makes minor repairs on an object.
1 **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage.
2 **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
3 **Stone Shape:** Sculpts stone into any shape.
4 **Subvert Planar Essence*:** Reduces target's DR and SR.
5 **Transmute Rock to Mud:** Transforms two 10ft cubes per level.
6 **Flesh to Stone:** Turns subject creature into statue.
7 **Statue:** Subject can become a statue at will.
8 **Earthquake:** Intense tremor shakes 5ft/level radius.
9 **Antipathy:** Object or location affected by spell repels certain creatures.

Order of the Spring Zephyr

0 **Daze:** Humanoid creature of 4 HD or less loses next action.
1 **Disguise Self:** Changes your appearance.
2 **Blur:** Attacks miss subject 20% of the time.
3 **Invisibility:** Subject is invisible for 1 min./level or until it attacks.
4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
5 **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
6 **Veil:** Changes appearance of group of creatures.
7 **Mislead:** Turns you invisible and creates illusory double.
8 **Screen:** Illusion hides area from vision, scrying.
9 **Foresight:** "Sixth sense" warns of impending danger.

NEW SORCERER/ WIZARD SPELLS

2ND-LEVEL SORCERER/ WIZARD SPELLS

Body of the Sun: Your body emanates fire, dealing 1d4+1 damage.
Scent: Grants the scent special ability.

3RD-LEVEL SORCERER/ WIZARD SPELL

Telepathic Bond, Lesser: As *Rary's telepathic bond*, but you and one other creature.

4TH-LEVEL SORCERER/ WIZARD SPELL

Wrack: Renders creature helpless with pain.

5TH-LEVEL SORCERER/ WIZARD SPELLS

Dragon Breath: You choose a dragon type and mimic its breath weapon.
Blink, Improved: As *blink*, but safer and with more control.

6TH-LEVEL SORCERER/ WIZARD SPELLS

Fires of Purity: Target bursts into magical flame, becoming a dangerous weapon.
Probe Thoughts: You sift through thoughts, learning the answer to one question/round.
Subvert Planar Essence[M]: Reduces target's DR and SR.

8TH-LEVEL SORCERER/ WIZARD SPELL

Bestow Curse, Greater: As *bestow curse*, but more severe penalties.

9TH-LEVEL SORCERER/ WIZARD SPELL

Unbinding[M]: Frees everyone in range from spells that constrain or bind.

NEW SPELLS

The following spells supplement those found in Chapter 11 of the *Player's Handbook*.

ANGER OF THE NOONDAY SUN

Evocation [Light]
Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: 10 feet
Area: All sighted creatures within a 10ft radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

This spell unleashes a blinding flash of sunlight originating with you and expanding outward. Any creature within the area of the spell that can see you must make a saving throw or be temporarily blinded. The blindness lasts for 1 minute per caster level.

An undead creature caught within the spell area takes 1d6 points of damage per two caster levels (maximum 10d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

AWAKEN, MASS

Transmutation
Level: Druid 8
Components: V, S, F, XP
Casting Time: 24 hours
Range: Medium (100 ft. + 10 ft./level)
Target: One animal or tree/three levels, no two of which may be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

You awaken one or more trees or animals to humanlike sentience. All *awakened* creatures must be of the same kind. To succeed, you must make a successful Will save (DC 10 + the HD of the highest-HD target, or the HD the highest target tree has once *awakened*, whichever is greater). Failure indicates that the spell fails for all targets.

The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with it, but it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object (see the *Monster Manual*), except that its Intelligence, Wisdom, and Charisma scores are all 3d6. *Awakened* plants gain the ability to move their limbs, roots, vines, creepers, and so forth, and they have senses similar to a human's. An *awakened* animal has 3d6 Intelligence, a +1d3 bonus to Charisma, and +2 HD.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP per creature awakened.

BANE BOW

Evocation
Level: Ranger 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Ranged weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell allows you to channel divine power into any ranged weapon you choose. The weapon gains a +5 enhancement bonus on attack and damage rolls, plus the bane quality (+7 enhancement bonus on attack and damage rolls, plus an additional 2d6 points of damage) against foes of a type you specify. You must choose one of your favored enemy categories as the type that your *bane bow* is effective against. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *bane bow* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with other spells that modify weapons in some way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus on attack rolls does not stack with a magic enhancement bonus on attacks. Ammunition fired from a *bane bow* loses its magic qualities (taking those of the *bane bow* instead), but it retains its material qualities for the purpose of overcoming damage reduction. For example, a *bane bow* can still shoot silver arrows that bypass the damage reduction of lycanthropes.

Beast claws

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BEAST CLAWS

Transmutation
Level: Cleric 4, druid 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Beast claws changes your hands and fingers, giving you long, curving claws and heavy knuckles. These claws act as slashing melee weapons, inflicting 1d6 damage plus any magical or normal bonuses such as from Strength, with a threat range of 19–20. Attacks with your transformed hands do not provoke an attack of opportunity. The claws do not hinder your manual dexterity or spellcasting.

Material Component: The claw of a bird of prey, such as an eagle or falcon.

BEGET BOGUN

Conjuration (Creation)
Level: Druid 1
Components: V, S, M, XP
Casting Time: 1 standard action
Range: Touch
Effect: Tiny construct
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Beget bogun allows you to infuse living magic into a small mannequin that you have created from vegetable matter. This is the final spell in the process of creating a bogun. See the bogun's description for further details.

Material Component: The mannequin from which the bogun is created.

XP Cost: 25 XP.

Illustration by D. Crabapple

A bogun

Bogun

Tiny Construct
Hit Dice: 2d10 (11 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 50 ft. (good)
Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple: +1/–5
Attack: Nettles +1 melee (1d4–2 plus poison)
Full Attack: Nettles +1 melee (1d4–2 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attack: Poison
Special Quality: Construct traits
Saves: Fort +0, Ref +3, Will +1
Abilities: Str 7, Dex 16, Con—, Int 8, Wis 13, Cha 10
Skills: Hide +10, Move Silently +9
Feat: Stealthy
Environment: Any (typically forest)
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Any neutral (always the same as the creator)
Advancement: 3–6 HD (Tiny)
Level Adjustment: —

A bogun is a small nature servant created by a druid. Like a homunculus, it is an extension of its creator, sharing the same alignment and link to nature. A bogun does not fight particularly well, but it can perform any simple action, such as attacking, carrying a message, or opening a door or window. For the most part, a bogun simply carries out its creator's instructions. Because it is self-aware and somewhat willful, however, its behavior is not entirely predictable. On rare occasions (5% of the time), the bogun may refuse to perform a particular task. In that case, the creator must make a Diplomacy check (DC 11) to convince the creature to cooperate. Success means the bogun performs the task as requested; failure indicates that it either does exactly the opposite or refuses to do anything at all for 24 hours (DM's option as to which).

A bogun cannot speak, but the process of creating one links it telepathically with its creator. It knows what its creator knows and can convey to him everything it sees and hears, up to a range of 500 yards. A bogun never travels beyond this range willingly, though it can be removed forcibly. In that case, it does everything in its power to regain contact with its creator. An attack that destroys a bogun also deals its creator 2d10 points of damage. If the creator is slain, the bogun also dies, and its body collapses into a heap of rotting vegetation.

A bogun looks like a vaguely humanoid mound of compost. The creator determines its precise features, but the typical bogun stands about 18 inches tall and has a wingspan of about 2 feet. Its skin is covered with nettles and branches.

Combat: A bogun attacks by brushing against opponents with harsh nettles that deliver an irritating poison.

Poison (Ex): Nettles, Fort save (DC 11); initial and secondary damage 1d6 temporary Dex. The creator of a bogun is immune to its poison.

Construct Traits: A bogun has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Construction: Unlike a homunculus, a bogun is created from natural materials available in any forest. Thus, there is no gold piece cost for its creation. All materials used become permanent parts of the bogun.

The creator must be at least 7th level and possess the Craft Wondrous Item feat to make a bogun. Before casting any spells, a physical form must be woven out of living (or once-living) vegetable matter to hold the magical energy. A bit of the creator's own body, such as a few strands of hair or a drop of blood, must also be incorporated into this crude mannequin. The creator may assemble the body personally or hire someone else to do it. Creating the mannequin requires a Craft (basketweaving or weaving) check (DC 12).

Once the body is finished, the creator must animate it through an extended magical ritual that requires a week to complete. The creator must labor for at least 8 hours each day in complete solitude in a forest grove; any interruption from another sentient creature undoes the magic. If the creator is personally weaving the creature's body, that process and the ritual can be performed together.

When not actively working on the ritual, the creator must rest and can perform no other activities except eating, sleeping, or talking. Missing even one day causes the process to fail. At that point, the ritual must be started anew, though the previously crafted body and the grove can be reused.

On the final day of the ritual, the creator must personally cast *control plants*, *wood shape*, and *beget bogun*. These spells can come from outside sources, such as scrolls, rather than being prepared, if the creator prefers.

BESTOW CURSE, GREATER

Necromancy
Level: Bard 6, cleric 7, sorcerer/wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

The spellcaster places a curse on the creature touched, choosing one of the three following effects:

- One ability score is reduced to 1, or two ability scores suffer –6 penalties (minimum 1).
- –8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those listed above, and the Dungeon Master (DM) has final say on the curse's effect.

The *greater curse* cannot be dispelled, nor can it can be removed with a *break enchantment*, *limited wish*, or *remove curse* spell. A *miracle* or *wish* spell removes the *greater curse*, but each *greater curse* also must have a single means of removing it with some deed that the spellcaster designates. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately). For example, the deed might be "slay the dragon under Castle Bluecraft," or "climb the tallest mountain in the world." The cursed victim can have help accomplishing the task.

BINDING WINDS

Evocation
Level: Druid 5, Weather 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: One creature
Duration: Concentration
Saving Throw: Reflex negates
Spell Resistance: Yes

You create a flurry of air to encircle and hold your target. The *binding winds* do not move. Instead, they become a physical barrier surrounding the subject. The subject may act normally, but he cannot move from his current location. The winds carry his voice away, so he can speak but cannot be heard, and he cannot hear anything but the roar of the winds.

Furthermore, no sonic or language-dependent spells or effects may be cast into or out of the binding winds (though spells cast by the caster upon himself function normally). Ranged attacks made into or out of the *binding winds* suffer a –2 penalty. *Binding winds* hold flying creatures in mid-air.

BLAST OF FORCE

Evocation [Force]
Level: Force 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous

Saving Throw: Fortitude partial
Spell Resistance: Yes

You direct an invisible blast of force at a chosen target. The blast is a ranged touch attack that deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

BLESSED AIM

Divination
Level: Blackguard 2, cleric 3, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Effect: 60-ft. spread, centered on you
Duration: Concentration
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

BLESSING OF BAHAMUT

Abjuration [Good]
Level: Paladin 3
Components: V, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Your skin takes on a platinum sheen that protects you from the weapons of your enemies. You gain damage reduction of 10/magic for the spell's duration.

Material Component: A canary feather, which is flung into the air.

BLINK, IMPROVED

Transmutation
Level: Bard 5, Celerity 8, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

Like the 3rd-level arcane spell blink, you flicker back and forth between the Material and Ethereal planes. However, you are capable of controlling the timing of you blinks and therefore make better use of them. Blinking by means of this spell has several effects:

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help the attacker. If the attack is capable of striking invisible or incorporeal creatures, the miss chance is only 20%. An attacker who can both see and strike ethereal creatures takes no penalty. You have no chance of interfering with your own attacks.

Individually targeted spells have a 50% chance to fail against you while blinking, unless your attacker can target invisible, ethereal creatures. You have no chance of interfering with your own spells. You take only half damage from

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Blessing of Bahamut

area attacks (or full damage from those that extend onto the Ethereal Plane).

While blinking, you strike as an invisible creature (+2 bonus on attack rolls), denying your target any Dexterity bonus to AC. You take only half damage from falling, since you are subject to gravity only while you are on the Material Plane.

You can ready an action to blink away from a specific enemy attack, physical or magical. If you do so, the attack misses automatically unless it can also affect ethereal targets.

You move at three-quarters speed, since movement on the Ethereal Plane is at half speed and you spend about half your time there and half your time material.

While blinking, you can step through (but not see through) solid objects. You do not risk materializing inside a solid object unless you actually end your move inside one, in which case you materialize and are shunted off to the nearest open space. You take 1d6 points of damage per 5 feet traveled in his manner.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures in roughly the same way you interact with material ones (their attacks have a 50% miss chance against you, and so on).

BODY OF THE SUN

Transmutation [Fire]
Level: Druid 2, sorcerer/wizard 2
Components: V, S, DF
Casting Time: 1 standard action
Range: 5 ft.
Area: 5-ft.-radius emanation centered on you
Duration: 1 round/level

By drawing on the power of the sun, you cause your body to emanate fire. This fire extends 5 feet in all directions from your body, illuminating the area and inflicting 1d4+1 points of fire damage (Reflex save for half) to any creature it touches except you.

BOLT OF GLORY

Evocation [Good]
Level: Glory 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature. You must make a successful ranged touch attack to strike your target. A creature struck takes varying damage, depending on its nature or its home plane of existence and your level:

Creature's Origin/Nature	Maximum Damage	Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]
Level: Madness 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Bolts of bedevilment

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

BOTTLE OF SMOKE

Conjuration (Creation)
Level: Druid 4, ranger 3
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Effect: One smoky, horselike creature
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You use a fire source to create a plume of smoke that you capture in a special bottle you're holding. If the bottle is there-

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after opened before the spell duration expires, the smoke emerges to form a vaguely horselike creature made of wisps of smoke. It makes no sound, and anything that touches it simply passes through it.

To mount this smoke horse, the would-be rider must make a successful Ride check (DC 10) while holding the bottle in one hand. Anyone attempting to mount without the bottle simply passes through the horse's form. Letting go of the bottle after mounting causes the rider to fall through the horse's smoky form; he cannot thereafter remount without the intact bottle in hand. If the bottle is broken, the spell ends immediately and the rider (if mounted) falls to the ground.

The smoke horse has a speed of 20 feet per caster level, to a maximum of 240 feet. It can send smoke billowing out behind it at the rider's behest, leaving behind a bank of smoke 5 feet wide and 20 feet high as it moves. A wind that is at least severe (31+ mph), or magical wind of any kind, disperses the horse (and any smoke it has produced) instantly. Otherwise, the bank of smoke lasts 10 minutes, starting on the turn it was laid down. Starting or stopping the smoke trail is a free action. The mount and the smoke trail it produces give one-half concealment (20% miss chance) to anyone behind them.

The mount is immune to all damage and other attacks because material objects and spells simply pass through it. It cannot attack.

The rider can return the smoke horse to the bottle, and thus pause the spell, at any time by simply uncorking it (a move-equivalent action) and stoppering it again (another move-equivalent action) in the next round after the horse is inside. If the bottle is reopened later, the spell reactivates with its remaining duration intact. Regardless of how much duration remains unused, the spell ceases functioning 24 hours after it is cast. If dispelled at any time while the bottle is corked, the spell ends.

Focus: An ornate, corked bottle worth at least 50 gp.

BRAIN SPIDER

Divination [Mind-Affecting]
Level: Cleric 8, Mind 7
Components: V, S, M, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Targets: Up to eight living creatures within range
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- The ceaseless chaos representing images of surface thoughts
- Individual trains of thought in whatever order you desire
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level
- A study of the thoughts and memories of one creature of the group in detail

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider.* (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*.) Success on this saving throw does not negate the other effects of the *brain spider* for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings—you can choose, for instance, "the nearest eight guards who must be in that chamber there." The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or type. It may be dead, but must still have all eight legs.

BRAMBLES

Transmutation
Level: Cleric 2, druid 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Wooden weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

BRIAR WEB

Transmutation
Level: Cleric 3, druid 2, ranger 2
Components: V, S, DF
Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Area: Plants in a 20-ft.-radius spread
Duration: 1 minute/level
Saving Throw: Reflex negates; see text
Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area.

Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of affect.

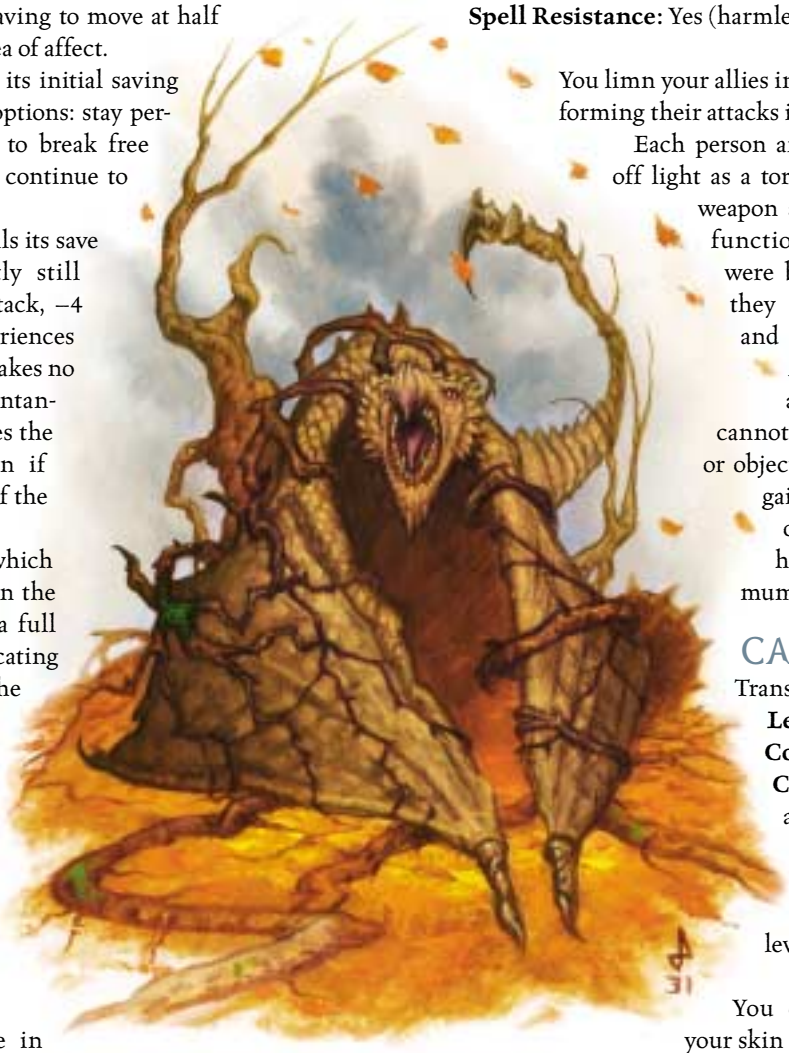
If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to actnormally.

A creature that fails its save but stands perfectly still is entangled (–2 attack, –4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creaturs separated by 20 or more feet of *briar webs* have total cover.



Brambles

BRILLIANT AURA

Transmutation
Level: Druid 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: 1 person per 2 levels, all of whom must be within 30 ft. of each other
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You limn your allies in a glowing nimbus, transforming their attacks into brilliant energy.

Each person affected by this aura gives off light as a torch (20-foot radius). Their weapon attacks (melee or ranged) function as if their weapons were brilliant energy weapons: they ignore nonliving matter, and armor and enhancement AC bonuses do not count against them. The attacks cannot harm undead, constructs, or objects. In addition, all attacks gain an enhancement bonus on damage equal to one-half the caster's level (maximum +10).

CAMOUFLAGE

Transmutation
Level: Druid 1, ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

CAMOUFLAGE, MASS

Transmutation
Level: Druid 4, ranger 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)

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Target: Any number of creatures, no two of which can be more than 60 ft. apart
Duration: 10 min./level

As *camouflage*, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.)

CASTIGATE

Evocation [Sonic]
Level: Cleric 4
Components: V
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft. radius emanation
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A Fortitude saving throw is allowed for half damage from this spell.

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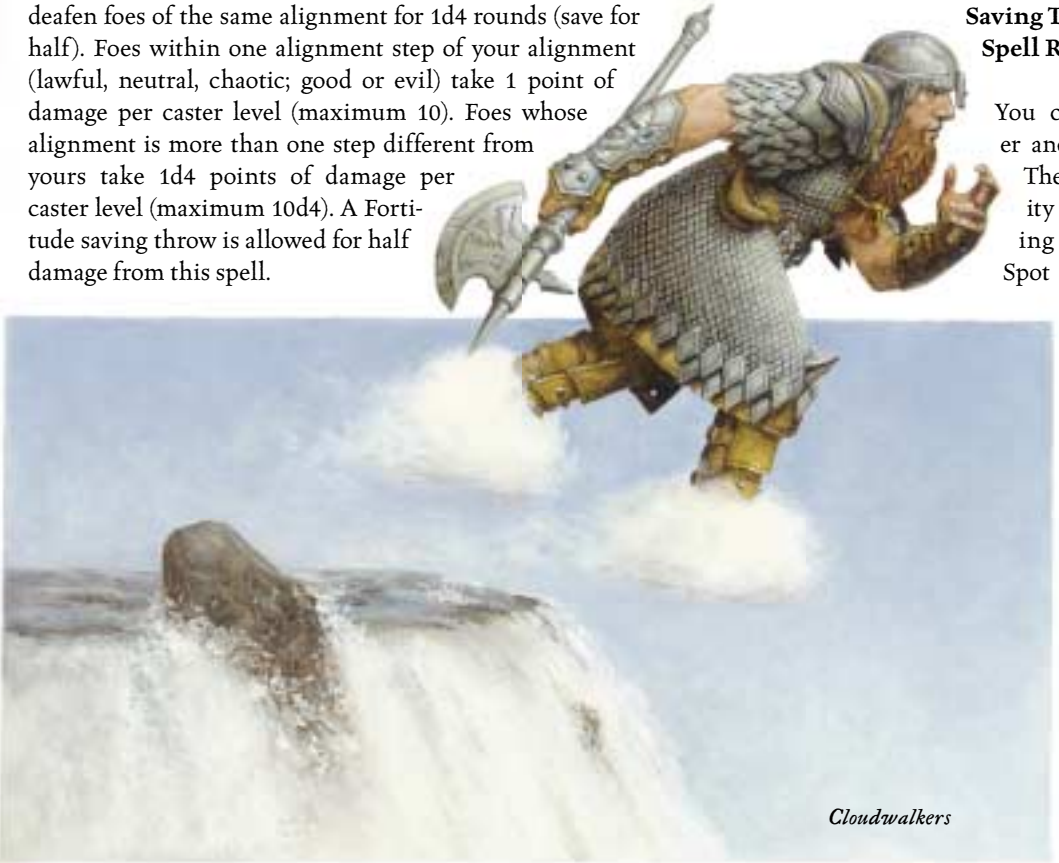


Cloudwalkers

CHAIN OF EYES

Divination
Level: Cleric 3, druid 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You can use a creature's vision instead of your own. While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. In this way, your sensor can infiltrate a closely guarded area. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

CLOUDBURST

Evocation (Water)
Level: Druid 2
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Area: 100-ft.-radius emanation
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You cause clouds to gather and a heavy rain to fall. The rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames. Ranged weapon attacks and Listen checks suffer a –4 penalty.

This spell does not function indoors, underground, underwater, or in desert climates. After the spell end, the water created evaporates over the next 10 minutes. The water created

with this spell does not slake thirst or provide any nourishment to plants.

CLOUDWALKERS

Transmutation
Level: Druid 7, Weather 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 hour/level (D)
Saving Throw: Reflex negates (harmless)
Spell Resistance: Yes (harmless)

You create gaseous pads of cloudstuff on the subject's feet, allowing them to walk on the clouds. These pads allow each subject to move straight up or down at a speed of up to 30 feet or laterally with a fly speed of 60 feet (perfect maneuverability), as desired. (Lateral movement is possible only for a subject who is already at least 90 feet off the ground.) To touch the earth again, a subject must use a standard action to shake off the cloudstuff, which ends the spell for that creature. You may dismiss the spell, but only for all subjects at once—an act that can have significant consequences for subjects already in the air.

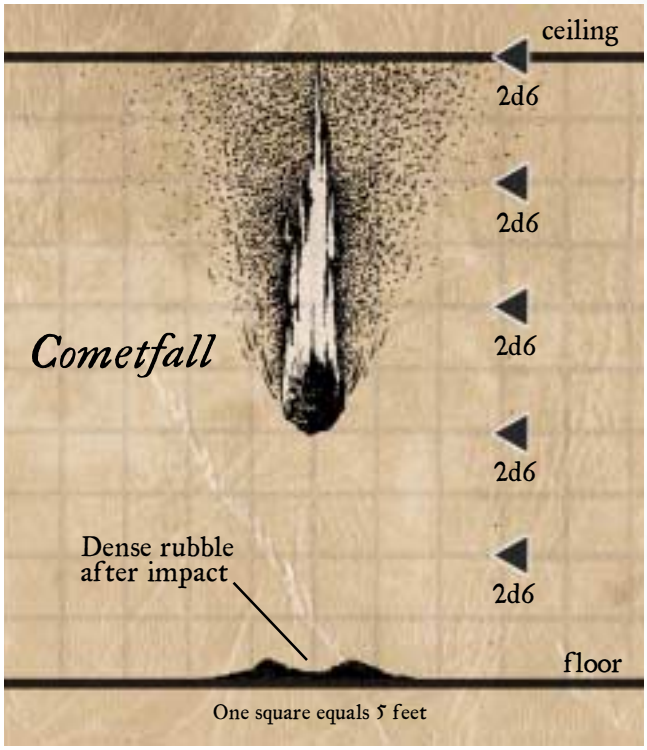
COMETFALL

Conjuration (Creation)
Level: Cleric 6, druid 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 400-pound ball of rock and ice
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

You conjure a bright, glowing comet, which appears in midair above your enemies, then strikes the ground with tremendous force. The comet appears 5 feet per caster level above the ground or at the ceiling, whichever is lower. The comet immediately falls, dealing 2d6 points of damage (maximum 20d6) per 10 feet fallen to everything in the 10-foot-square area directly below it.

The force of the comet can also knock creatures prone. Creatures who failed their Reflex save are subject to a trip attempt. The comet has a +11 bonus (+7 for effective Strength of 25 and +4 for being Large) on the trip check.

The comet breaks apart on impact, filling the 10-foot-square area with dense rubble (as described on page 90 of the *Dungeon Master's Guide*).



CONTAGIOUS TOUCH

Necromancy
Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Upon casting this spell, you must choose one disease from this list: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom (see Disease, page 292 of the *Dungeon Master's Guide*, for descriptions). Any living creature you hit with a melee touch attack during the spell's duration is affected as though by the *contagion* spell, immediately contracting the disease you have selected unless it makes a successful Fortitude save. You cannot infect more than one creature per round.

CREEPING COLD

Transmutation [Cold]
Level: Druid 2
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 3 rounds
Saving Throw: Fortitude half
Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

CREEPING COLD, GREATER

Transmutation [Cold]
Level: Druid 7
Duration: See text

This spell is the same as *creeping cold*, but it adds a fourth round to the duration, during which it deals 4d6 points of damage. If the caster is at least 15th level, the spell adds a fifth round at 5d6 points of damage. If the caster is at least 20th level, the spell adds a sixth round at 6d6 points of damage.

CROWN OF GLORY

Evocation
Level: Glory 8
Components: V, S, M, DF
Casting Time: 1 full round
Range: 120 ft.
Area: 120-ft.-radius emanation, centered on you
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness. You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to you. Any such creature that wants to take hostile action against you must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to you, but are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language. While the spell lasts, you can make up to three suggestions to creatures of less than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a *suggestion* is given are subject to it.

Material Component: An opal worth at least 200 gp.

CRUMBLE

Transmutation
Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: One structure or construct
Duration: Instantaneous
Saving Throw: Fortitude partial (object)
Spell Resistance: Yes (object)

You bring the forces of erosion to bear on a fabricated structure such as a stone bridge, a wooden building, an iron wall, a construct, or any other object not formed by nature itself.

The erosion inflicts 1d6 points of damage per caster level to the object (hardness does not apply) to a maximum of 15d6. This spell does not affect living creatures. It does, however, affect constructs. The maximum size of the object affected depends on your level. If you cast this spell on an object of greater size than you can affect, the spell fails.

Level	Size of Object Affected
Up to 15	Huge
16–18	Gargantuan
19–20	Colossal

CURSE OF ILL FORTUNE

Transmutation
Level: Blackguard 2, cleric 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: One living creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

You place a temporary curse upon the subject, giving him a –3 penalty on attack rolls, saving throws, ability checks, and skill checks. *Curse of ill fortune* is negated by any spell that removes a *bestow curse* spell.

CURSE OF LYCANTHROPY

Necromancy
Level: Pestilence 6
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Touch
Target: Humanoid touched
Duration: Permanent; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

You can cause temporary lycanthropy in a humanoid you touch. A humanoid who fails the saving throw contracts

lycanthropy, and the condition manifests with the next full moon. Unlike other forms of lycanthropy, the effect of this spell can be broken by *remove curse* or *break enchantment*.

You can induce any type of common lycanthropy (and evil clerics frequently experiment with new kinds). As a rule, the lycanthrope's animal form can be any predator between the size of a small dog and a large bear. The source of the material component determines the victim's animal form. (More information on lycanthropes can be found in Appendix 3 of the *Monster Manual*.)

Material Component: A pint of animal blood.

DANCE OF THE UNICORN

Abjuration
Level: Druid 5, Purification 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

You surround yourself with a purifying, swirling mist with a radius of 5 feet per caster level that washes the air clean of smoke dust, and poisons. Nonmagical contaminants, including inhaled poisons, are automatically negated within the cloud. Magical effects, including *acid fog*, *cloudkill*, and green dragon breath, are negated only if your level is greater than the offending spell's caster level (or the dragon's HD). If your level is lower than the caster level, the *dance of the unicorn* grants everyone within the mist a +4 bonus on their saving throws against the effect.

The cloud of mist leaves everything within its area damp.

DEATH PACT

Necromancy [Evil]
Level: Cleric 8, Pact 8
Components: V, S, M, DF, XP
Casting Time: 10 minutes
Range: Touch
Target: Willing living creature touched
Duration: Permanent until triggered
Saving Throw: None
Spell Resistance: No

This spell allows the target to enter into a binding agreement with your deity that brings the target back to life if he is slain.

When this spell is cast, the target's Constitution is permanently lowered by 2 points. In exchange for this, if he ever dies, several spells are brought into effect. First, he is teleported to a safe location designated by you at the time of casting as if with a *word of recall* spell. Second, the target is brought back from the dead with a *raise dead* spell with the standard loss of a level. Finally, the target is healed with a *heal* spell. He does not regain the 2 Constitution points when returned to life.

If a *raise dead* spell could not return the target to life (for example, if he was disintegrated or died of old age), the *death pact* cannot restore him to life. If the spell is dispelled before the target dies, he does not regain his 2 lost Constitution points.

Material Component: A diamond worth at least 500 gp.
XP cost: 250 XP.

DECOMPOSITION

Necromancy
Level: Druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: 50 ft.
Area: All enemies within a 50-ft.-radius emanation centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Whenever an enemy within the area takes normal (not subdual) damage, that wound festers for an additional 1 point of damage per round thereafter for the duration of the spell. A successful Heal check (DC 15) or the application of any *cure* spell or other healing magic (*heal*, *healing circle*, and so on) stops the festering. Only one wound festers at a time; additional wounds suffered while the first is still festering are not subject to this effect. Once festering has been stopped, however, any new wound suffered while the subject is within the area (before the spell expires) begins the process anew.

For example, a subject who takes 6 points of damage from an attack while within the area of a *decomposition* spell takes 1 point of damage from festering the next round, and another 1 point on the round after that. On the following round, that subject receives 4 points of healing from a *cure light wounds* spell, so the festering stops and the subject takes no festering damage that round. The next round, the subject remains within the emanation and takes another 3 points of damage in battle. The festering begins again, inflicting 1 point of festering damage on the next round.

DEIFIC VENGEANCE

Conjuration (Summoning)
Level: Cleric 2, Purification 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.) The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

DETECT FAVORED ENEMY

Divination
Level: Ranger 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

You can sense the presence of a favored enemy. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of a favored enemy in the area.

2nd Round: Types of favored enemies in the area and the number of each type.

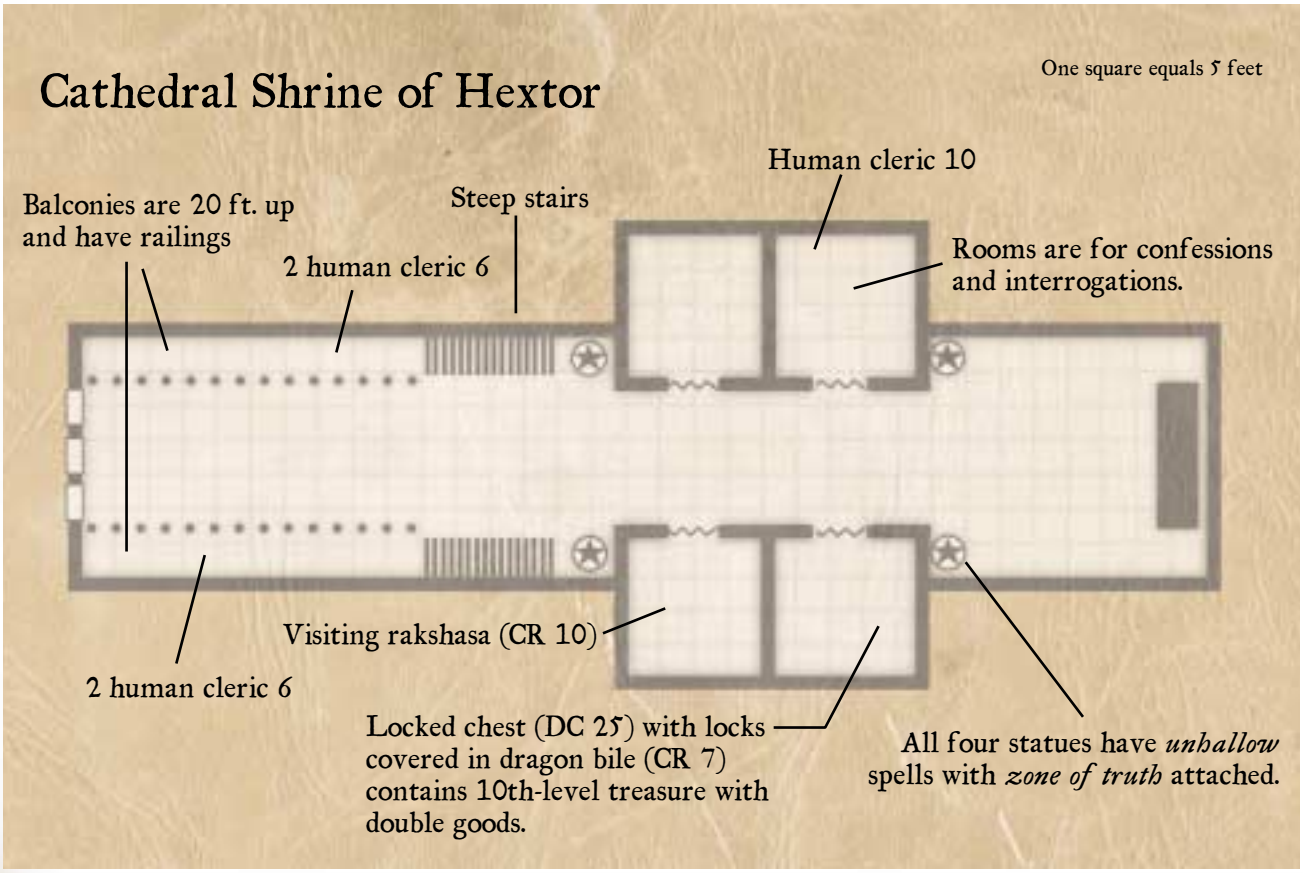
3rd Round: The location and HD of each individual present.

Note: Each round you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks detection.

DIVINE AGILITY

Transmutation
Level: Cleric 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, a +4 enhancement bonus to Dexterity, and the Spring Attack feat on the target for the duration of the spell.


Cathedral Shrine of Hextor
One square equals 5 feet
Human cleric 10
Balconies are 20 ft. up and have railings
Steep stairs
2 human cleric 6
Rooms are for confessions and interrogations.
Visiting rakshasa (CR 10)
2 human cleric 6
Locked chest (DC 25) with locks covered in dragon bile (CR 7) contains 10th-level treasure with double goods.
All four statues have unhallow spells with zone of truth attached.

The devout pray for spells

Illustration by Kyle Anderson

DIVINE SACRIFICE

Evocation
Level: Blackguard 1, paladin 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage. For example, an 8th-level paladin can cast this spell with a duration of 4 rounds. If he sacrifices 10 hit points a round and hits in every round, he can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

DOOMTIDE

Illusion (Pattern)
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 80 ft.
Effect: Eight 10-ft. cubes extending from the caster's location
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You fill an area with illusory black, creeping mist that vaguely resembles thousands of slender grasping tentacles. You and one creature you touch are immune to the effects of this spell and can see through it without difficulty. When you cast the spell, you decide if the effect remains stationary or moves away from you at a rate of 10 feet per round.

The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the *doomtide* in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

Furthermore, creatures within its area must make Will saves or be dazed for as long as they remain in the cloud.

The spell does not function underwater.

DRAGON BREATH

Evocation [Good or Evil]
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You gain the ability to breathe a gout of energy that mimics a dragon's breath as a standard action. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast *dragon breath*, you choose one true dragon whose breath you're emulating.

If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor.

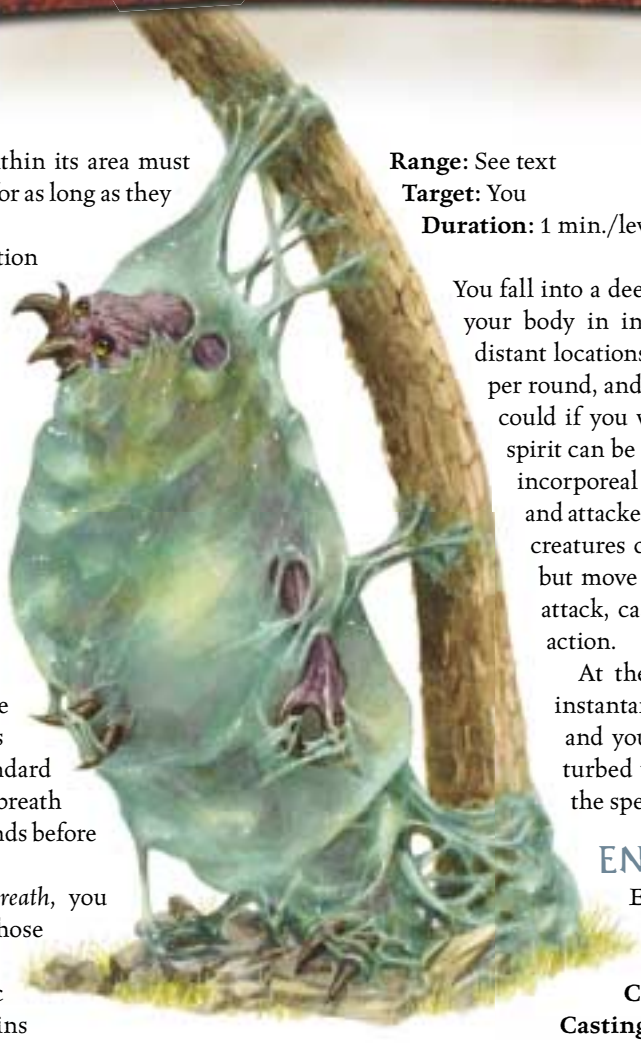
Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of *sleep;* lasts 1d6 rounds	Will negates
Bronze	30-ft. line of electricity; 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of *slow;* lasts 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis; lasts 1d6 rounds	Fort negates

DREAM SIGHT

Divination
Level: Dream 6
Components: S, DF
Casting Time: 1 full round
Range: See text
Target: You
Duration: 1 min./level (D)

You fall into a deep sleep while your spirit leaves your body in incorporeal form and travels to distant locations. Your spirit can move 100 feet per round, and can see and hear anything you could if you were in the same location. The spirit can be blocked by any spell that wards incorporeal creatures, and it can be detected and attacked in the same way as incorporeal creatures can. Your spirit can do nothing but move and observe—it cannot speak, attack, cast spells, or perform any other action.

At the end of the spell, your spirit instantaneously returns to your body and you wake up. If your body is disturbed while your spirit is wandering, the spell ends immediately.



Illus. by F. Jarvis

Enveloping cocoon

ENERGY VORTEX

Evocation [Acid, Cold, Fire, Electricity, or Sonic]
Level: Cleric 4, druid 4
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: All creatures within a 20-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

When you cast *energy vortex*, you choose one of five energy types: acid, cold, fire, electricity, or sonic. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

ENVELOPING COCOON

Evocation
Level: Druid 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cocoon of force around one Large or smaller creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

A cocoon of shimmering blue-green energy encloses a creature of size Large or smaller, containing it for the spell's duration or until it's destroyed. The cocoon has hardness 10 and 10 hit points per caster level. The *enveloping cocoon* prevents the creature trapped inside from moving or casting spells with somatic components. The cocoon is too confining to permit effective attacks with anything larger than a natural or light weapon (and the creature inside can attack only the cocoon in any event).

The caster of an *enveloping cocoon* can attach a second spell to the cocoon by casting it at the cocoon. When the *enveloping cocoon* spell ends or is dismissed, the attached spell automatically affects the creature inside, with no save allowed (although spell resistance, if any, still applies). If the cocoon is destroyed before it is dismissed or the spell duration ends, the attached spell is wasted.

Any of the following spells can be attached to an enveloping cocoon: *baleful polymorph, blight, contagion, dominate animal, flame strike, infestation of maggots, languor, miasma, phantasmal disorientation, poison* (the target fails the initial save but gets to attempt the second save).

Material Component: A live caterpillar.

FIRE WINGS

Transmutation [Fire]
Level: Druid 3
Components: V, S, M, F
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 min./level

Fire wings

This spell transforms your arms into wings of brilliant fire. The flame does not damage you or any items you carry. Because your arms are transformed, you cannot hold items in your hands or cast spells that require somatic components while using *fire wings*, but rings, bracers, and other items worn on your arms when you cast the spell still function normally. The wings allow you to fly at a speed of 60 feet (or 40 feet if you wear medium or heavy armor), with good maneuverability. You can charge but not run while flying, and you cannot carry more than a light load aloft. Using a *fire wings* spell requires only as much concentration as walking, so you can take other actions normally.

If the spell duration expires while you are aloft, you descend at a rate of 60 feet per round for 1d6 rounds, then fall the rest of the distance if you haven't already landed. Because dispelling a spell effectively ends it, the subject also descends in this way if the *fire wings* spell is dispelled, but not if it is negated by an *antimagic field*.

You can make unarmed attacks with the *fire wings*, but you are not considered proficient with them and thus suffer a –4 penalty on your attack rolls. A successful unarmed strike deals 2d6 points of fire damage in addition to your normal unarmed attack damage.

The wings can be extinguished (and the spell canceled) by a *quench* spell, immersion in water, or a wind of hurricane or greater force.

Material Component: the feather of a bird, which you must burn when you cast the spell.

Focus: A golden amulet shaped like a phoenix.

FIRES OF PURITY

Evocation [Fire]
Level: Druid 6, Purification 6, sorcerer/wizard 6,
Components: V, S, DF
Casting Time: 1 standard action
Target: Creature touched
Duration: 1 round/level
Saving Throw: Reflex negates (harmless); see text
Spell Resistance: Yes (harmless); see text

The creature you touch bursts into magical flames that do not harm the target, but are quite capable of harming anyone else who comes into contact with them.

With a successful melee attack, the subject deals an extra 1d6 points of fire damage +1 point per caster level (maximum +15). If the defender has spell resistance, it applies to this effect.

Creatures hitting the subject are susceptible to the same damage unless they attack with weapons that have exceptional reach, such as longspears.

Any creature taking fire damage from *fires of purity* must succeed on a Reflex save or catch fire. Creatures on fire burn for 1d4 rounds and take 1d6 points of fire damage each round, unless they succeed on Reflex saves (at the spell's DC) in subsequent rounds or douse themselves in water (see Catching on Fire, page 303 of the *Dungeon Master's Guide*).

The target takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the target takes no damage on a successful save.

Illustration by C. Dornaus

FLAME OF FAITH

Evocation
Level: Cleric 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Nonmagical weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one. For the duration of the spell, the weapon acts as a *+1 flaming burst weapon* that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is ×2, +2d10 points if the weapon's multiplier is ×3, and +3d10 points if the multiplier is ×4. This spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

FORESTFOLD

Transmutation
Level: Druid 4, ranger 3

This spell grants you a +20 competence bonus on Hide and Move Silently checks. The spell ends if you move more than 10 feet from where you stood when you cast the spell. It is otherwise the same as *camouflage*.

GOLDEN BARDING

Conjuration (Creation) [Force]
Level: Blackguard 1, paladin 1
Components: V, DF
Casting Time: 1 standard action
Range: Touch
Target: Special mount touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You conjure forth a glowing, golden suit of barding for your special mount.

The golden barding you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level.

2nd–3rd: Scale mail barding (+4 armor bonus).
4th–5th: Chainmail barding (+5 armor bonus).
6th–7th: Splint mail barding (+6 armor bonus).
8th–9th: Half-plate barding (+7 armor bonus).
10th+: Full plate barding (+8 armor bonus).

Because *golden barding* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

HAWKEYE

Transmutation
Level: Druid 1, ranger 1
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

This spell gives you the ability to see accurately at long distances. Your range increment for projectile weapons increases by 50%, and you gain a +5 competence bonus on all Spot checks.

IMPLACABLE PURSUER

Divination
Level: Blackguard 4, ranger 4
Components: V, S
Casting Time: 1 minute
Range: Long (400 ft. + 40 ft./level); see text
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

With this spell, you become an unerring tracker, instantly aware of your quarry's location whenever it's on the move. The *implacable pursuer* spell gives you the direction and distance to the target creature whenever it finishes a turn more than 10 feet away from where it started.

The difficulty of the save against *implacable pursuer* depends on your relationship to the subject. You apply your favored enemy bonus (if any) to the DC of the Will save the target attempts.

Once you successfully target a creature with *implacable pursuer,* you'll know its location as long as it's moving, no matter where it goes on the same plane. Even if it leaves the plane, *implacable pursuer* tells you what plane the target creature went to. The spell then provides no further information until you and the subject creature are on the same plane, in which case *implacable pursuer* resumes functioning normally.

INFESTATION OF MAGGOTS

Necromancy
Level: Druid 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: One round/2 levels
Saving Throw: Fortitude negates
Spell Resistance: Yes

With a successful melee touch attack, you infest a creature with maggotlike creatures. They deal 1d4 points of temporary Constitution damage each round. The subject makes a new Fortitude save each round to negate the damage of that round and end the effect.

The infestation can be removed with a *cure disease* or *heal* spell.

LANGUOR

Transmutation
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6–1 per two caster levels (minimum additional penalty of 0, maximum of –10) each round. If the subject's Strength drops below 1, it is helpless. The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

LAST BREATH

Necromancy
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

With this spell, you can return a dead creature to 0 hit points, provided it died within the last round. You take 1d4 points of damage per Hit Die of the creature affected, and your spell resistance cannot overcome this damage.

The subject's soul must be free and willing to return (see Bringing Back the Dead, page 171 of the *Player's Handbook*). If the subject's soul is not willing to return, the spell does not work; therefore, a subject who wants to return receives no saving throw.

Last breath cures enough damage to bring the subject's current hit points to 0. Any ability scores damaged to 0 or below are raised to 1. Normal poison and normal disease are cured, but magical diseases and curses are not undone. The spell closes mortal wounds and repairs lethal damage of most kinds, but missing body parts are still missing when the creature returns to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Coming back from the dead is an ordeal. The subject loses one level when it returns to life, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell. A subject who was previously 1st level loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused

Forestfold

Illus. by R. Sardinha

spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

Last breath has no effect on a creature that has been dead for more than 1 round. A creature that died from a death effect can't be raised by this spell, nor can constructs, elementals, outsiders, and undead creatures. *Last breath* cannot bring back a creature who has died of old age.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]
Level: Madness 8
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling. The spell gives the subject a –4 penalty to Armor Class, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

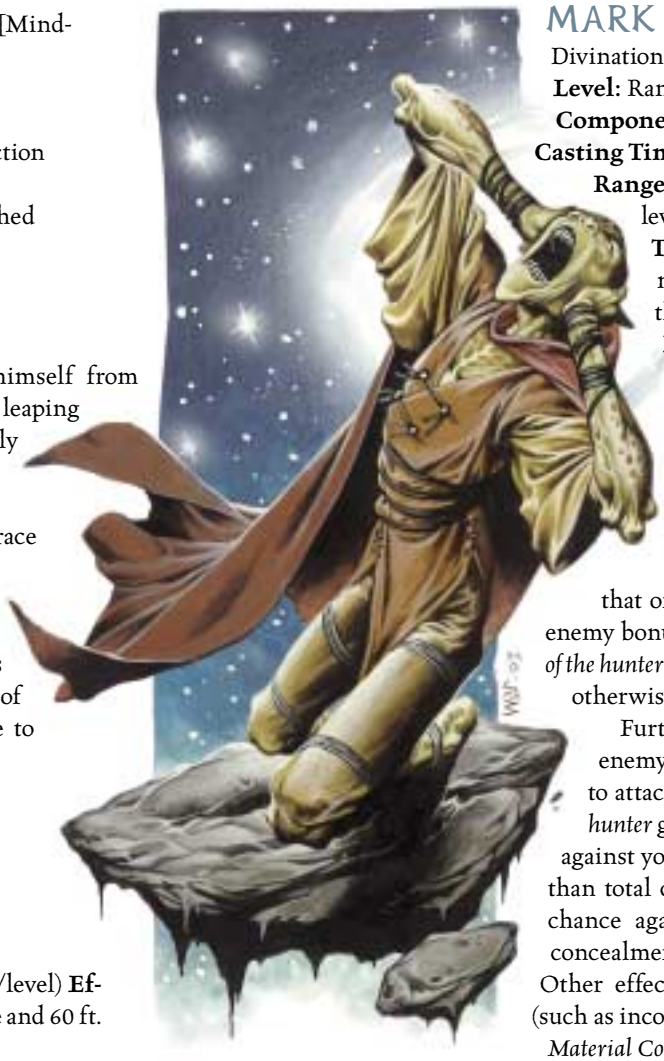
MAELSTROM

Conjuration (Creation)
Level: Druid 8
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level) **Effect:** A whirlpool 120 ft. wide and 60 ft. deep
Duration: 1 round/level
Saving Throw: Reflex negates (and see text)
Spell Resistance: No

Maelstrom causes a deadly vortex to form in water. A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make successful Reflex saves or be sucked in. Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus. Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell's saving throw. These creatures and objects take 3d8 points of damage upon being sucked in.

Once inside, creatures and objects take 3d8 points of bludgeoning damage each round. They remain trapped for 2d4 rounds. Subjects of Large or smaller size are ejected from the bottom of the vortex. Larger subjects are ejected from the top.



Illus. by W. Reynolds

Maddening scream

MARK OF THE HUNTER

Divination
Level: Ranger 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature, which must be a favored enemy of the caster
Duration: 10 min./level
Saving Throw: Will negates
Spell Resistance: Yes

By pointing your figure at a favored enemy of yours, you mark it with a glowing rune that only you can see. Your favored enemy bonuses against a foe with a *mark of the hunter* are +4 higher than they would otherwise be.

Furthermore, the rune limns your enemy, making him easier for you to attack. The subject of a *mark of the hunter* gains no bonus to Armor Class against your attacks from any cover less than total cover, nor does it gain a miss chance against your attacks from any concealment less than total concealment. Other effects that grant a miss chance (such as incorporealness) work normally.

Material Component: A bit of skin or bone from the relevant favored enemy type.

MIASMA

Evocation
Level: Druid 6
Components: V, S, DF
Casting Time: 1 standard action
Range: **Close** (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: **3** rounds/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent him from doing much more than coughing and spitting. The subject can hold his breath for 2 rounds per point of Constitution but must make a Constitution check (DC 10 +1 per previous success) each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying; on the third round, he suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*). The subject cannot speak. Conversation is impossible, spells with verbal componen cannot be cast, bardic music cannot be performed, and no noise other than coughing and spitting is possible

MONSTROUS THRALL

Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 9
Components: V, S, XP
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

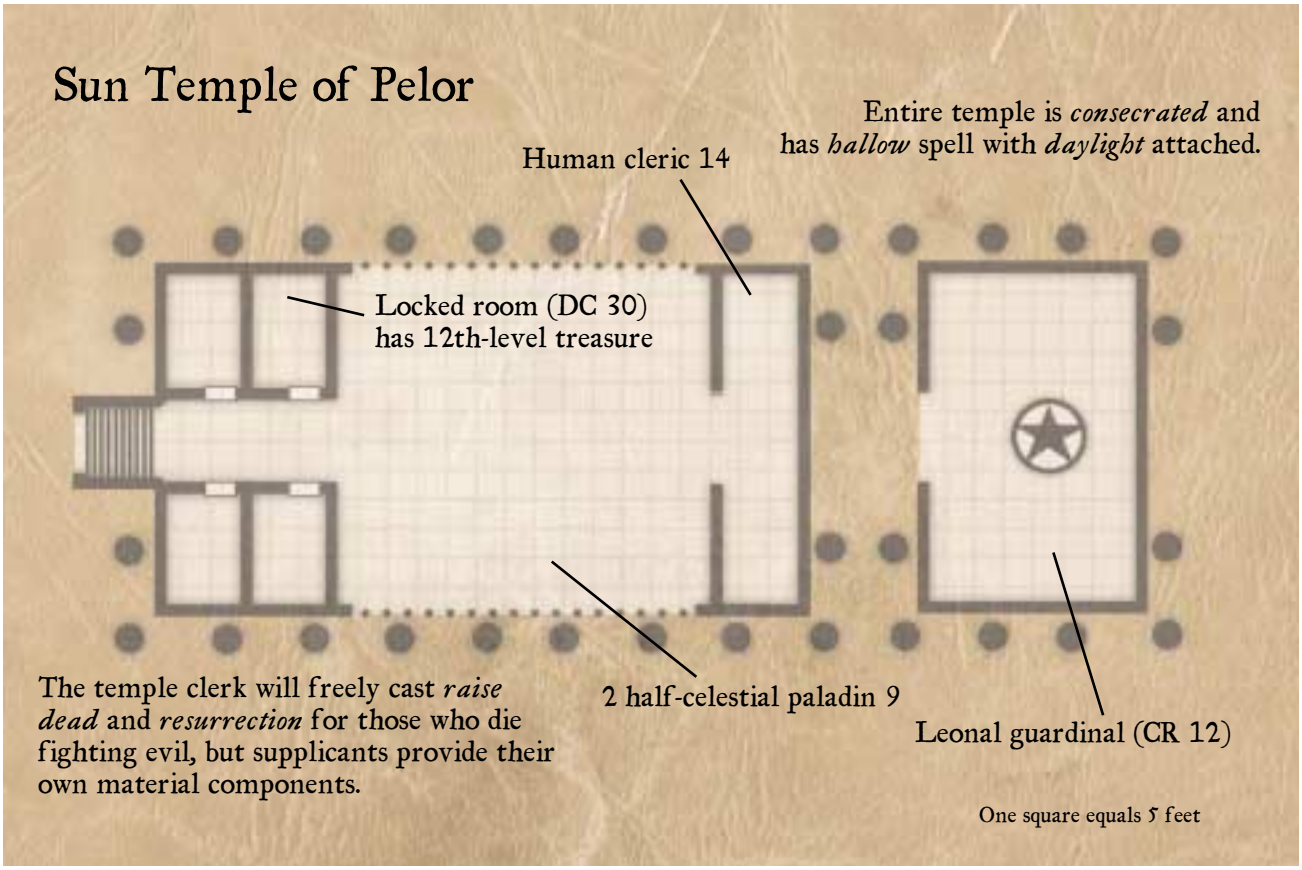
As *true domination*, except the subject can be any creature and is permanently dominated if it fails its initial Will save. A subject ordered to take an action against its nature receives a saving throw with a –4 penalty to resist taking that particular action. If the save succeeds, the subject still remains your thrall despite its minor mutiny. Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

XP Cost: 500 XP per Hit Die or level of the subject.

MURDEROUS MIST

Evocation
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You create a cloud of scalding hot steam that moves in a straight line, away from you, at a speed of 10 feet per round. Anyone within the cloud takes 2d6 points of damage and is permanently blinded. If a creature within the area makes a successful Reflex saving throw, it takes only half damage and is not blinded.


Sun Temple of Pelor
Entire temple is *consecrated* and has *hallow* spell with *daylight* attached.
Human cleric 14
Locked room (DC 30) has 12th-level treasure
2 half-celestial paladin 9
Leonal guardinal (CR 12)
The temple clerk will freely cast *raise dead* and *resurrection* for those who die fighting evil, but supplicants provide their own material components.
One square equals 5 feet

Any creature within the cloud has concealment. Winds do not affect the cloud's direction or speed. However, a moderate wind (11+ mph) disperses the cloud in 4 rounds, and a strong wind (21+) disperses it in 1 round.

NATURE'S AVATAR

Evocation
Level: Druid 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Animal touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You infuse the subject with the spirit of nature. The affected creature gains a +10 morale bonus on attack and damage rolls and 1d8 temporary hit points per caster level, plus the effects of haste.

NATURE'S FAVOR

Evocation
Level: Druid 3, ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Animal touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By calling the power of nature, you grant the target animal +1 luck bonus on attack and damage rolls for every three caster levels you possess (maximum +3).

NATUREWATCH

Necromancy
Level: Druid 0, ranger 1
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Quarter circle emanating from you to the extreme of the range
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

This spell is identical to *deathwatch*, but only functions on animals and plants. In addition, it also allows you to determine a variety of other mundane information about the animals and plants (whether or not the plants are dehydrated, the animals are malnourished, and so forth).

NIMBUS OF LIGHT

Evocation [Light]
Level: Cleric 1, Purification 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level or until discharged (D)

A glittering corona of sunlight surrounds your body at a few inches distance—until you release it as a focused blast of divine energy. The *nimbus of light* glows like a lantern, shedding bright light in a 30-foot radius (and dim light for an additional 30 feet) from you.

As a move action, you can coalesce the energy from the *nimbus of light* around your outstretched arm, and then as a standard action fling it toward a foe within 30 feet. As a ranged touch attack, the *nimbus of light* deals 1d8 points of damage +1 point per round that's elapsed since you cast the spell (max of 1d8 + caster level damage). Attacking with the *nimbus of light* ends the spell, whether the energy hits its target or not.

OBEDIENT AVALANCHE

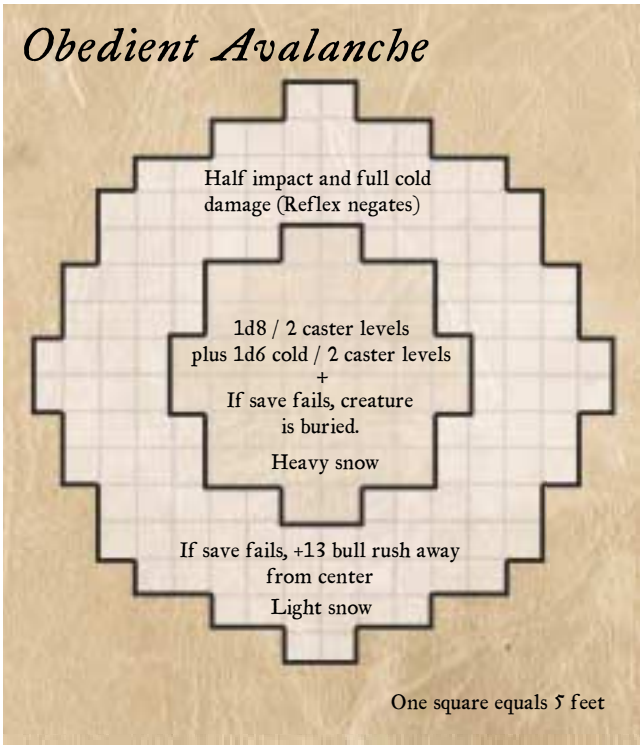
Conjuration (Creation) [Cold]
Level: Cold 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft.-radius avalanche of snow, centered anywhere within range; see text
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: No

You summon an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death.

The *obedient avalanche* affects creatures differently, depending on where they are in relation to the avalanche.

Within 20 feet of the Center Point: Creatures take 1d8 points of damage per two caster levels (maximum 10d8) and an additional 1d6 points of cold damage per two caster levels. Creatures who fail their saves are also buried (as described in Avalanches, page 90 of the *Dungeon Master's Guide*). All squares within 20 feet of the center point are covered in heavy snow (see page 94 of the *Dungeon Master's Guide*), which persists as long as ordinary snow would.

Between 20 feet and 40 feet of the Center Point: Creatures take half as much damage from the impact of the avalanche as the creatures nearer the center point took (Reflex save negates). Creatures who fail their saves must also resist the force of the snow moving past them as if they were being bull rushed. The snow has a +13 bonus (+5 for effective Strength of 20 and +8 for effectively being Huge) on the bull


Obedient Avalanche
Half impact and full cold damage (Reflex negates)
1d8 / 2 caster levels plus 1d6 cold / 2 caster levels + If save fails, creature is buried.
Heavy snow
If save fails, +13 bull rush away from center
Light snow
One square equals 5 feet

Obedient avalanche

rush check, and it pushes characters away from the center point of the spell. All squares in the 20-foot to 40-foot ring are covered in light snow, which persists as long as ordinary snow would.

Terrain and Structures: The avalanche uproots small trees and other vegetation automatically, and it leaves a trail of light rubble (as described on page 91 of the *Dungeon Master's Guide*) even after the snow melts. Structures struck by an *obedient avalanche* take 1d6×10 points of damage.

The *obedient avalanche* extinguishes all flames, whether normal or magical, it touches.

OMEN OF PERIL

Divination
Level: Cleric 1, druid 1
Components: V, F
Casting Time: 1 full round
Range: Personal
Target: You
Duration: Instantaneous

A brief supplication gives you (and only you) a vision that hints at how dangerous the immediate future is likely to be. Based on an assessment of the caster's immediate surroundings and likely path of travel, the caster receives one of three visions: safety, peril, or great danger.

The base chance for receiving an accurate reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly.

If the *omen of peril* is successful, you get one of three visions, which lasts just a second or two:

- Safety. The caster isn't in any immediate danger. If he continues on his present course (or remains where he is if he's been stationary for some time before casting the spell), he'll face no significant monsters, traps, or other challenges for the next hour or so.
- Peril. The caster will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.
- Great danger. The caster's very life is at grave risk. He will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you get one of the other two results, determined randomly by the DM, and you don't necessarily know that you failed because the DM rolls secretly.

Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the party's likely courses of action and what dangers they're likely to face.

The exact form that an *omen of peril* takes depends on whether the caster worships a specific deity, venerates nature as a druid, or simply upholds abstract principles. A druid might see a white dove for safety, a dark cloud obscuring the

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sun for peril, and a forest fire for great danger. A cleric of Fharlanghn might get a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger.

Unlike the more powerful *augury*, an *omen of peril* doesn't respond to a specific question. It only indicates the level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

OTYUGH SWARM

Conjuration (Creation)
Level: Pestilence 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three or more otyughs, no two of which are more than 30 ft. apart
Duration: Seven days or seven months (D); see text
Saving Throw: None
Spell Resistance: No

Otyugh swarm creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool. You can choose to create 3d4 ordinary otyughs or 1d3+1 Huge otyughs with 15 HD (see page 296 of the *Monster Manual*). The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. They remain with you for seven days unless you dismiss them. If the otyughs are created only for guard duty, the duration of the spell is seven months. In this case, the otyughs can only be ordered to guard a specific site or location. Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal. After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command.

PAVILION OF GRANDEUR

Conjuration (Creation)
Level: Creation 9
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Extradimensional pavilion, up to five 10-ft. cubes/level (S), plus feast for 12 creatures/level
Duration: 1 day/level (D) plus 12 hours; see text
Saving Throw: None
Spell Resistance: No

You conjure up a grand pavilion-sized tent that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 10 feet wide by 15 feet high. Only those you designate may enter the pavilion, and the entrance is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a spacious tent decorated in the colors of your faith. The lighting can vary between darkness and daylight, and the temperature between 40 and 90 degrees Fahrenheit, at your discretion when casting the spell.

The pavilion is sumptuously furnished, including a full meal for a dozen people per caster level. Anyone who spends one full hour dining here gains benefits identical to those of a *heroes' feast*. While in the pavilion, creatures heal naturally at double the normal rate (not including fast healing or regeneration).

PHANTASMAL DECOY

Illusion (Phantasm) [Mind-Affecting]
Level: Ranger 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: Yes

You create a phantasmal image of the subject's most hated enemy by sifting through the subconscious mind of the subject. Only you and the spell's subject can see the phantasmal creature, and the phantasm seems blurry and indistinct to you. A creature of Int 3 or lower automatically chases after a *phantasmal decoy*, and more intelligent creatures are likely to do as well unless such action would be obviously foolish.

As a move action, you can move the phantasmal decoy up to 60 feet in any direction. Because it's not real, the phantasmal decoy isn't affected by terrain that slows movement (although you can slow its progress voluntarily if you like to help maintain the façade of realism). The target gets a Will save if he successfully attacks the phantasmal decoy or moves adjacent to it.

PHANTASMAL DISORIENTATION

Illusion (Phantasm) [Mind-Affecting]
Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 10 min./level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You create ever-shifting phantasmal terrain and landmarks that confuse the subject when it tries to move. The

very ground seems to shift and twist beneath the subject's feet, and the landscape seems to move of its own accord. The subject finds it nearly impossible to walk in a straight line.

Each round the subject of a *phantasmal disorientation* wants to move, he must attempt a DC 20 Survival check to discern the true landmarks from the phantasmal ones. If he succeeds, he moves normally. If he fails, he instead moves in a direction 90 degrees to either side (equal chance of going left or right). Because of the *phantasmal disorientation,* the subject doesn't realize he's headed in the wrong direction until he meaningfully interacts with his environment (by making an attack or manipulating an object such as a door, for example) or the round ends. If the subject discovers he's moved in the wrong direction before the round is over, he can make a new Survival check to try to move in the right direction, but he won't know whether the second check failed until he interacts with the environment again or the round ends.

A *phantasmal disorientation* spell affects only movement. Creatures subject to it can still fight, cast spells, and otherwise act normally.

PHANTOM BEAR

Conjuration (Summoning)
Level: Druid 9
Components: V, S, DF
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./ level)
Effect: One summoned phantom bear
Duration: Concentration up to 1 round/level
Saving Throw: None
Spell Resistance: No

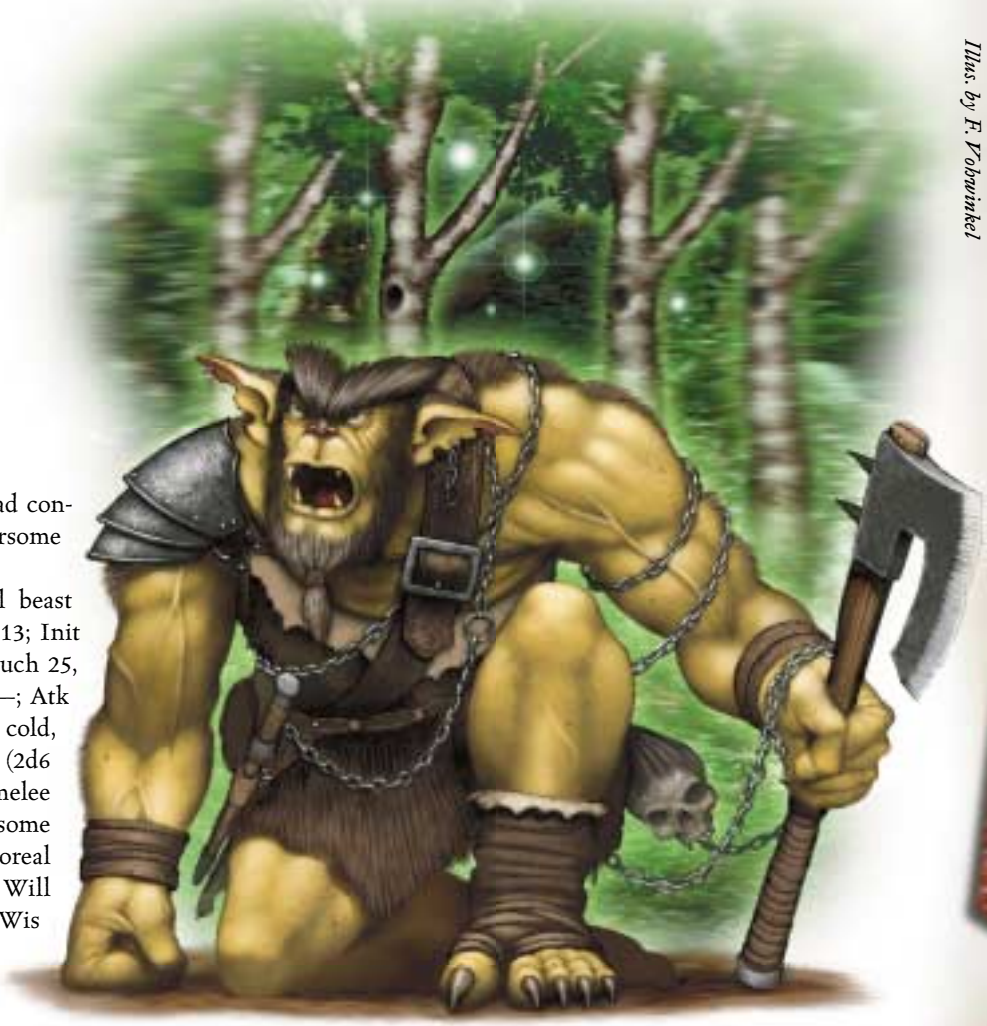
As *phantom wolf,* except you instead conjure an incorporeal bear with a fearsome roar.

Phantom Bear: Huge magical beast (incorporeal); HD 14d10+48; hp 113; Init +9; Spd fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +14; Grp—; Atk +23 melee touch (2d6 plus 3d6 cold, claw); Full Atk +23 melee touch (2d6 plus 3d6 cold, 2 claws) and +21 melee (2d8 plus 3d6 cold, bite); SA fearsome roar; SQ darkvision 60 ft., incorporeal traits; AL N; SV Fort +13, Ref +17, Will +7; Str—, Dex 29, Con 20, Int 11, Wis 17, Cha 28.

Skills and Feats: Listen +20, Spot +20; Dodge, Combat Reflexes, Mobility, Multiattack, Weapon Focus (bite).

Fearsome Roar: A phantom bear can loose a fearsome roar every 1d4 rounds. All creatures except the caster of the *phantom bear* spell within 120 feet must succeed on a DC 26 Will save or be frightened for 3d6 rounds. Those who are within 30 feet when they fail their saves are panicked instead of frightened.

Incorporeal Traits: A phantom bear is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.



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Phantasmal disorientation

PHANTOM STAG

Conjuration (Creation)
Level: Druid 5
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: One quasi-real, staglike creature
Duration: 1 hour/level (D)
Saving Throw: None; see text
Spell Resistance: No

You conjure a Large, corporeal staglike creature that bears you or a person you designate into combat or overland at great speed. A phantom stag has a black body and head with sharp, silvery antlers, and smoke-colored, insubstantial hooves that make no sound. It has no saddle, bridle, or bit, but it is exceptionally alert to the nudges and balance changes of its rider.

The phantom stag has an AC of 20 (–1 size, +6 natural armor, +5 Dex) and 40 hit points +5 hit points per caster level. It attacks with its antlers at a +10 bonus, dealing 1d8+9 points of damage (doubled on a successful charge). It can also trample Medium or smaller foes, who must succeed on a Reflex save or take 1d6+9 points of damage as the stag moves through their space.

A phantom stag has a speed of 20 feet per caster level, to a maximum of 300 feet. It can bear its rider's weight plus up to 10 pounds per caster level. It ignores terrain elements such as undergrowth, rubble, or mud that would slow its movement.

Phantom stags gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels. Thus, a mount created by a 16th-level caster has the 12th and 14th caster level abilities as well.

12th Level: The phantom stag can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground. The phantom stag gains a +2 deflection bonus to AC.

14th Level: The phantom stag can fly at its speed (average maneuverability). The phantom stag gains a +4 deflection bonus to AC.

16th Level: The phantom stag's antlers have the wounding and ghost touch weapon qualities. The phantom stag gains a +6 deflection bonus to AC.

18th Level: The phantom stag can use *etherealness* on behalf of its rider (as the spell, caster level 18th). The phantom stag gains a +8 deflection bonus to AC.

PHANTOM WOLF

Conjuration (Summoning)
Level: Druid 8
Components: V, S, DF
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: One summoned phantom wolf
Duration: Concentration up to 1 round/level
Saving Throw: None
Spell Resistance: No

You conjure forth an incorporeal white wolf with abnormally large, frosty jaws. This phantom wolf follows your mental commands, acting on your behalf as long as it remains within range and you continue to concentrate on it.

The phantom wolf appears where you designate and acts as you direct on your turn. You don't need to maintain line of effect once the spell is cast, but the spell ends if the phantom wolf is ever outside the spell's range.

Phantom Wolf: Large magical beast (incorporeal); HD 12d10+48; hp 113; Init +9; Spd fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +12; Grp—; Atk +21 melee touch (2d6 plus 3d6 cold, bite); Full Atk +22 melee touch (2d6 plus 3d6 cold, bite); SA frightful presence; SQ darkvision 60 ft., incorporeal traits; AL N; SV Fort +12, Ref +17, Will +7; Str—, Dex 29, Con 18, Int 11, Wis 17, Cha 26.

Skills and Feats: Listen +20, Spot +20; Alertness, Dodge, Combat Reflexes, Mobility, Weapon Focus (bite).

Frightful Presence: Creatures of less than 12 HD within 30 feet of an attacking phantom wolf must succeed on a DC 24 Will save or be frightened for 3d6 rounds. An opponent that succeeds on the saving throw is immune to that same phantom wolf's frightful presence for 24 hours.

Incorporeal Traits: A phantom wolf is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

PLAGUE OF RATS

Conjuration (Summoning)
Level: Pestilence 5
Components: V, S, DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One swarm of rats/two levels, each which must be adjacent to at least one other swarm
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You summon one per two levels (maximum of six at 12th level) swarms of rats (*MM* 239). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarm must fill one contiguous area). A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteris-

tics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature.

A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

You may summon the rat swarms so that they share thea rea of other creatures. Each swarm attacks any creature occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

POISON THORNS

Transmutation
Level: Druid 5
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

Black, glistening thorns emerge from your skin, causing you no damage but endangering those who attack you in melee. Any creature grappling with you or striking you with handheld weapons or natural weapons takes 1d6 + your Strength bonus in piercing damage from the thorns that protect you. Weapons with exceptional reach, such as longspears, do not endanger their users in this way. You can't use the thorns yourself to attack; they're effective only when someone attacks you.

Furthermore, a scratch from the thorns is sufficient to deliver a dose of poison to your attacker. Any creature grappling you is exposed to the poison each round at the start of your turn. The poison from the thorns deals 1d4 points of temporary Strength damage immediately and another 1d4 points of temporary Strength damage 1 minute later. Each instance of damage can be negated by a successful Fortitude save (DC 10 + 1/2 your caster level + your Wisdom modifier).

Material Component: A dried black rose.

POISON VINES

Conjuration (Creation)
Level: Druid 7
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

With this spell you create a mass of entangling vines. The spell otherwise works as the *entangle* spell, but the entangling plants are poisonous (contact 1d6 Dex/2d6 Dex). A successful Fortitude save is required only upon the first entry into the spell's area (and again 1 minute later); creatures don't have to save each time they enter (or each round they remain within). You are immune to the poison of the vines you create

Poison thorns

Illus. by T. Baxa

and you can select a number of other targets equal to your level to share this immunity.

PROBE THOUGHTS

Divination [Mind-Affecting]
Level: Mind 6, sorcerer/wizard 6
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature **Duration:** Concentration
Saving Throw: Will negates; See text
Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

QUILL BLAST

Conjuration (Creation)
Level: Druid 5
Components: V, S, M
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius spread, centered on you
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: Yes

Needle-sharp quills emerge from your skin as you cast this spell, then fly outward in every direction when you complete the spell. Creatures within the spread of a *quill blast* are hit by one or more quills, depending on their size:

Creature Size	Number of Quills
Tiny or smaller	1
Small	1d4
Medium	2d6
Large	3d6
Huge or larger	4d6

Creatures who make their saves are struck by half as many quills; Tiny or smaller creatures avoid the quills completely.

Each quill inflicts 1d6 points of piercing damage and lodges itself in the flesh of any living creature it hits. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. A quill can be removed safely as a standard action with a DC 20 Heal check. Otherwise, removing a quill deals an extra 1d6 points of damage.

Material Component: Porcupine quill.

Illus. by J. Pavelec

Quill blast

RECITATION

Conjuration (Creation)
Level: Cleric 4, Purification 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: All allies and foes within a 60-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a –2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

REJUVENATION COCOON

Conjuration (Healing)
Level: Druid 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 2 rounds
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With this spell, you create a temporary cocoon of energy around a creature you touch that provides healing and a measure of protection.

When you cast the spell, the cocoon forms around the target. The glowing, yellow-green cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon. The cocoon initially forms a few inches from the target, but deforms enough to allow the target to reach into a backpack, cast a spell with a somatic component, draw a weapon, or perform similar actions. The target can't move from the space it is in while cocooned, however. Nor can it leave the *rejuvenation cocoon* early without using teleportation magic or dealing enough damage to destroy the cocoon.

The cocoon has hardness 10 and 10 hit points per caster level. If it is destroyed, the spell ends.

One round after the cocoon forms, it heals the target of 10 points of damage per caster level and purges the target of poison and disease. At the end of the second round, the *rejuvenation cocoon* dissipates and the target emerges, able to move and act freely.

Material Component: Cocoon from a butterfly.

RENEWAL PACT

Conjuration (Healing)
Level: Cleric 7, Pact 7
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Touch
Target: Willing living creature touched
Duration: Permanent until triggered
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell creates a pact between the target and a deity that uses divine energy to wipe away any of a host of conditions that may afflict the target.

Once this spell is cast, the pact remains dormant until the target is subjected to one or more of the following adverse conditions: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, or poisoned. One round after the target is affected by a condition that triggers the *renewal pact*, the target receives a *heal* spell (caster level equal to the caster of the *renewal pact*.

A creature can be subject to only one *renewal pact* at a time. Casting *renewal pact* on a target who already has an untriggered *renewal pact* voids the earlier pact.

XP Cost: 500 XP.

RESURGENCE

Abjuration
Level: Blackguard 1, cleric 1, paladin 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

RESURGENCE, MASS

Abjuration
Level: Blackguard 3, cleric 4, paladin 3
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *resurgence*, except that it affects multiple creatures. The spell grants a second save attempt against a single spell or ability chosen by the caster. If three of the your allies have been mind blasted by mind flayers and two others have been turned into toads by *baleful polymorph* spells, you must choose either the mind blast (granting three new save attempts) or the *baleful polymorphs* (granting two new save attempts).

REVENANCE

Conjuration (Healing)
Level: Blackguard 4, cleric 4, paladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Dead ally touched
Duration: 1 min./level
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore him to life so he may continue to fight. The target can have been dead for up to 1 round/caster level. He functions as if a *raise dead* spell had been cast upon him except that he does not lose a level and has half of his full normal hit points. He is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, he is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed him.

RIGHTEOUS WRATH OF THE FAITHFUL

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 7
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 ft.
Targets: All allies within 30 ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side gaina +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *righteous wrath*. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full *righteous wrath* are fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for 10 minutes.

SACRED HAVEN

Abjuration [Good]
Level: Paladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You shield one creature in a nimbus of holy energy. The creature gains a +2 sacred bonus to Armor Class. In addition, while protected by this spell, the creature does not lose its Dexterity bonus to Armor Class when flat-footed.

For the duration of the spell, you gain awareness of the creature's health as with the *status* spell, and you need not be able to touch the affected creature to heal it with your lay on hands ability. Use of the lay on hands ability still requires a standard action, but it can be done at any range.

SANDBLAST

Evocation
Level: Druid 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 10 ft.
Area: Semicircular burst of sand 10 ft. long, centered on your hands
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

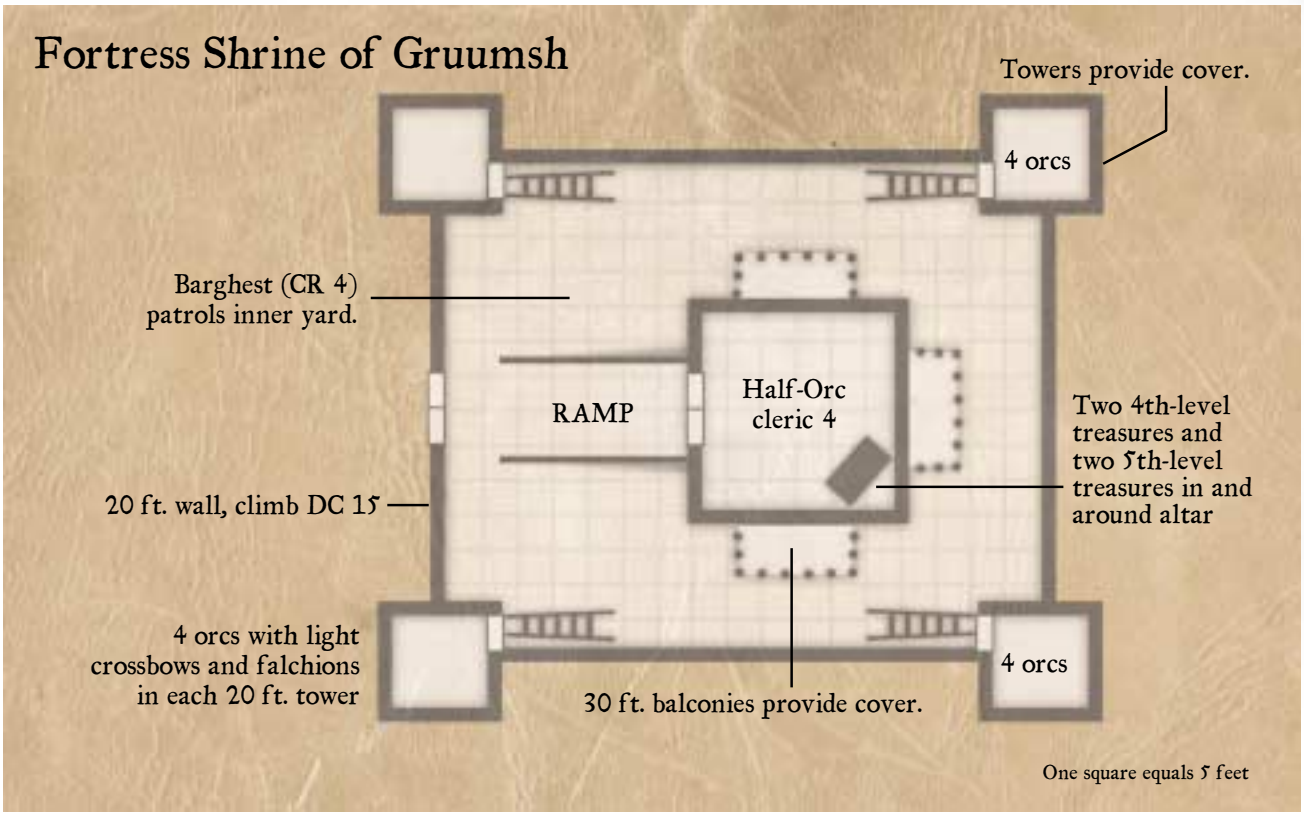
You fire a hail of hot sand from your fingers, dealing 1d6 points of nonlethal damage to creatures in the arc. Any creature that fails its Reflex save is also stunned for 1 round.

SCENT

Transmutation
Level: Druid 2, ranger 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters. This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell.If the opponent is upwind, the range increases to 60 feet;



if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

SCOURGE

Necromancy
Level: Pestilence 7
Components: V, S, F, DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: One living creature/level, no two of which can be more than 50 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws. Afflicted creatures are immediately stricken with a sickening scourge that quickly spreads to cover their entire bodies. The subject suffers excruciatingly painful and highly debilitating blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the creature makes a successful Fortitude save on a particular day. As with mummy rot, successful saves do not allow the creature to recover. The symptoms persist until the creature finds some magical means to cure the disease (such as *remove disease*, *heal*, or *restoration*).

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

SHADOW LANDSCAPE

Illusion (Shadow)
Level: Druid 9
Components: V, S, DF
Casting Time: 1 hour
Range: Long (400 ft. + 40 ft./level)
Area: One-mile radius spread, centered on a point in space
Duration: 1 day/level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

By infusing the nearby landscape with power stolen from the Plane of Shadow, you make the surrounding terrain a more savage, dangerous place.

The spell's exact effects vary with the terrain upon which it is cast.

Desert: Shadow landscape transforms a desert into a place where no one goes willingly. The average temperature increases by 30 degrees, or decreases by 30 degrees if the desert is actually a tundra (see Cold Dangers and Heat Dangers, pages 302–303 of the *Dungeon Master's Guide*). Sandstorms (or snowstorms if in a tundra) blow through a *shadow landscape* desert on an hourly basis.

Forest: Forests augmented with a *shadow landscape* spell become frightening places where a canopy of rotting leaves blocks the sun and all the trees are strangely twisted. Spaces with light undergrowth have heavy undergrowth instead, and spaces covered with heavy undergrowth grasp at passersby as if an *entangle* spell had been cast on them (Reflex partial at the *shadow landscape*'s DC).

Hill: Even gentle hills become more treacherous under the effects of a *shadow landscape* spell. Light undergrowth becomes heavy undergrowth in hill terrain under the effects of *shadow landscape*, and slopes seem steeper than their elevation would indicate. It takes two squares to move uphill on a gradual slope, and four squares to move uphill on a steep slope. Cliffs have frequent overhangs and are made of crumbling rock, requiring a DC 25 Climb check to ascend or descend.

Marsh: Marshes seem swampier and more forbidding. Half the undergrowth spaces in the marsh become quicksand (described on page 88 of the *Dungeon Master's Guide*).

Mountain: The mountains become places of jagged peaks, slippery slopes, and howling winds. Cliffs and chasms require a DC 25 Climb check to scale. Creatures who fail Climb checks or make loud noises have a 10% chance of starting an avalanche (described on page 90 of the *Dungeon Master's Guide*). Altitude effects are one category worse: areas lower than 5,000 feet are treated as the 5,000- to 15,000-foot category, and anything above 5,000 feet is treated as being above 15,000 feet.

Plain: Only natural grasslands change as a result of *shadow landscape*, but they become wide-open spaces with stands of thick bushes where thunderstorms and tornados are frequent. Half the spaces with undergrowth (light or heavy) grasp at passersby as if an *entangle* spell had been cast on them (Reflex partial at the *shadow landscape's* DC).

Underground: Ordinary dungeons aren't affected by *shadow landscape*, but naturally occurring caverns are. Natural stone floors take 4 squares of movement per space to enter. Stalagmites cover 10% of the available floor space.

In addition to the terrain-specific effects, the *shadow landscape* spell worsens the weather within the spell's area. When rolling random weather on Table 3–23 in the *Dungeon Master's Guide* (or a similar table specific to the local area), roll twice and take the higher result. In plains terrain, roll three times and take the highest result. Don't roll random weather underground.

You don't suffer the terrain-specific effects (entangling terrain, hindrances to movement, altitude effects, higher Climb DCs, and so on) of a *shadow landscape* you've created. When you cast *shadow landscape*, you can designate one creature per four caster levels as a designated traveler. Creatures so designated don't suffer the terrain-specific effects of the *shadow landscape* spell, but they're still subject to the bad weather.

You can also designate one or more animals, plants, or magical beasts native to the spell's area as shadow guardians of the landscape. You can designate 1 HD of creature per caster level, split up however you like. For example, a 20th-level druid could designate two treants (7 HD each) and a dire wolf (6 HD) as shadow guardians. As long as the designated guardians remain within the spell's area, they have a friendly attitude toward you and the travelers you've designated, and also gain the following special qualities: resistance to cold 10, darkvision 60 ft.; damage reduction 5/magic, evasion, and low-light vision. If the creature already has one or more of these special qualities, use the better value.

SLIME WAVE

Conjuration (Summoning)
Level: Cleric 7, druid 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 15-ft.-radius spread
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature is covered with one patch of green slime.

A patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

SPELL RESISTANCE, MASS

Abjuration
Level: Cleric 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to one creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level. Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spellcaster must roll the creature's spell resistance or higher on 1d20 + caster level. A creature with spell resistance may, as a standard action, voluntarily lower it in order to accept a spell.

SPIKES

Transmutation
Level: Cleric 3, druid 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Wooden weapon touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

As *brambles,* except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

SPIRITUAL CHARIOT

Conjuration (Creation)
Level: Blackguard 4, aladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One special mount
Duration: 1 hour/level

When this spell is cast, a ghostly chariot forms behind the paladin's special mount. The chariot is large and ornate, and it is made of transparent, faintly glowing energy. Usually the holy symbol of the paladin's deity is emblazoned on the sides of the chariot. The mount is correctly harnessed to the chariot. The chariot can hold 1 Medium creature or two Small creatures plus the driver (usually the paladin).

Although the chariot seems large and sturdy, it and its occupants have no weight for the purpose of the mount's load, so the horse can travel at full speed. If the chariot is ever unhitched from the special mount, it disappears. The driver of the spiritual chariot gains a +4 sacred bonus on his Handle Animal checks. The chariot is made of magical force and is immune to damage. It interacts with other spells just like a *wall of force.* Those in the chariot have cover based on their size and the position of their attackers. In most situations, Medium creatures inside the chariot gain cover (+4 bonus to AC, +2 bonus on Reflex saving throws).

STALWART PACT

Evocation
Level: Cleric 5, Pact 5
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Touch
Target: Willing living creature touched
Duration: Permanent until triggered, then 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the target to enter a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of his full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP.

STANDING WAVE

Transmutation
Level: Druid 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: Waves under a creature or object within range
Duration: 10 min./level
Saving Throw: Reflex negates
Spell Resistance: Yes

You command the waters to lift a creature or object and propel it forward. An object so lifted may contain creatures or other objects. What the wave can lift depends on your caster level.

Caster Level	Size of Creature or Object
5th	Up to Medium
7th	Large
9th	Huge
11th	Gargantuan
13th	Colossal

Standing wave moves the lifted creature or object in a straight line at a speed of 60 feet over water. The spell dissipates when the wave contacts land, lowering its burden harmlessly to shore.

STORM OF ELEMENTAL FURY

Conjuration (Summoning)
Level: Druid 8
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: 40-ft.-radius storm cloud, 200 feet above the ground
Duration: Concentration (maximum 4 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes

This spell creates a black storm cloud that hovers over your enemies, striking them with a terrifying combination of effects from the Elemental Planes. When created, the *storm of elemental fury* buffets the area immediately below it with a whirling windstorm that functions as described on pages 94–95 of the *Dungeon Master's Guide*. Ranged attacks within the area of the storm are impossible, and Small or smaller creatures must succeed on a Fortitude save or be blown away. Medium creatures must make their Fortitude save or be knocked prone, and Large or larger creatures must succeed on a Fortitude save to move that round. Flying creatures that fail their saves are instead blown in a random direction, traveling 1d6 × 5 feet of Large or larger, 1d6 × 10 feet if Medium, and 2d6 × 10 feet if Small or smaller. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of elemental fury*'s save DC + the level of the spell the caster is trying to cast.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn. As a move action (taken in addition to the standard action required to maintain concentration), you can move the storm cloud up to 40 feet in any direction.

2nd round: Chunks of rock fall from the sky, dealing 5d6 points of bludgeoning damage (no save).

3rd round: A deluge of rain extinguishes unprotected flames and perhaps protected ones as well (50% chance). The torrential downpour reduces visibility to 5 feet and cuts movement speed in half.

4th round: Flame pelts the area underneath the storm cloud, dealing 1d6 points of fire damage per caster level (Reflex half).

STORM TOWER

Abjuration
Level: Druid 7
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Area: 100-ft. tall, 20-ft.-radius spread
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

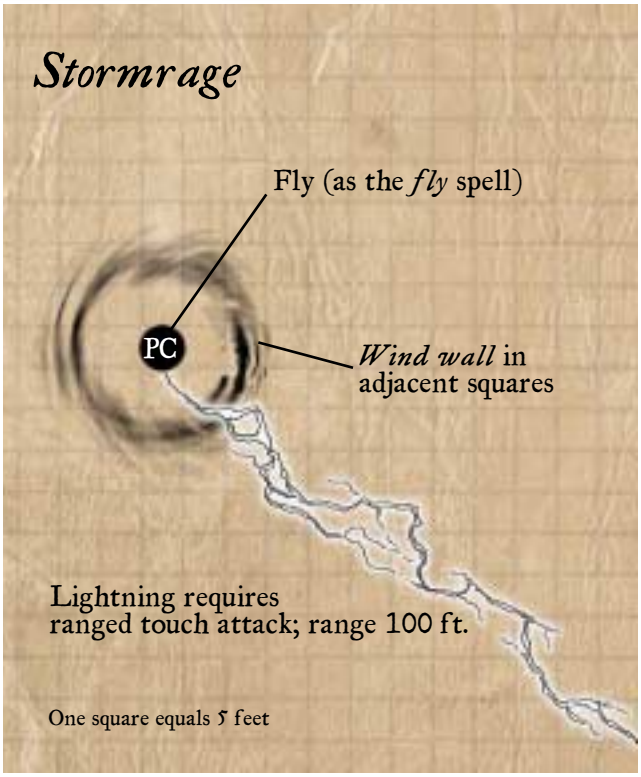
You form a tower of dark, swirling storm clouds that negates many forms of magic.

The *storm tower* absorbs any electricity damage inflicted to those within it. *Magic missiles* cannot be cast into, out of, or within the *storm tower.* The *storm tower* is composed of 60 mph winds (making ranged attacks impossible within the tower), though it has no effect on the movement of creatures within it. However, only Gargantuan or Colossal creatures can pass through the outer edge of the storm tower; all creatures of lesser size must stop any movement at the edge.

Anyone within the *storm tower* has one-half concealment relative to those outside the tower. The howling winds of the storm tower also apply a –10 penalty on all Listen checks within 50 feet of it (including all those inside).

STORMRAGE

Transmutation [Electricity]
Level: Cleric 8, druid 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)


Stormrage
Fly (as the *fly* spell)
PC
Wind wall in adjacent squares
Lightning requires ranged touch attack; range 100 ft.
One square equals 5 feet

You harness the powers of wind and storm to move, protect yourself, and attack. You gain the benefits of a *fly* spell, and are protected from each direction as if surrounded by a *wind wall* spell. You are completely unaffected by natural or magical wind (such as a hurricane or *gust of wind* spell), easily able to hold your position and completely uninhibited by other adverse effects of extreme wind (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes. Your caster level is the total number of d6 that you can create with this spell (maximum 20d6). You may use them all at once or divide the dice over several rounds. For example, a 16th-level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next, fire sixteen bolts over 16 or more rounds (each doing 1d6 electricity damage), or make one large bolt that deals 16d6. Each bolt affects only one creature.

Launching a bolt is a standard action that does not provoke an attack of opportunity, has a range of 100 feet, and requires a ranged touch attack (you gain a +3 attack bonus if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal).

SUBVERT PLANAR ESSENCE

Transmutation
Level: Cleric 5, sorcerer/wizard 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius emanation centered on a point in space
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Outsiders within the emanation of a *subvert planar essence* spell find their connection disrupted with the planar forces that created them. Outsiders who fail their saves have their damage reduction and spell resistance each reduced by 10 points.

For example, a barbed devil subject to *subvert planar essence* would have no damage reduction and SR 13, while a pit fiend would have damage reduction of 5/good and silver and SR 22.

Outsiders attempt Fortitude saves and check SR when they first enter the spell's area. If they make their save or the spell fails to overcome their SR, they're thereafter unaffected by that casting of *subvert planar essence* and can enter and exit the spell area without making further saves. Outsiders who fail their saves or whose SR is overcome by the spell are affected as long as they remain within the spell area, and they are automatically affected if they leave and reenter the spell area.

Material Component: A rough statuette carved from adamantine ore (100 gp).

TELEPATHIC BOND, LESSER

Divination [Mind-Affecting]
Level: Cleric 3, Mind 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Targets: You and one willing creature within 30 ft.
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

TIDAL SURGE

Evocation [Water]
Level: Druid 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One or more creatures in a 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

When you cast this spell, you create a huge wave of water that slams into one or more targets within range. If there is no large, natural source of water (a river, lake, or ocean) within the spell range, you can affect only one target. If such a source of water exists within the range of the spell, the spell creates a burst centered on a location you designate. In either case, the water deals 1d8 points of damage per two caster levels (maximum 7d8) to the target or to creatures within the area.

In addition, all affected creatures suffer a bull rush attack, forcing them to make opposed Strength checks against the wave of water. The water has an effective Strength of 16 and is considered Medium size (or Strength 20 and Large if cast near a source of water). You designate the direction the wave pushes when you cast the spell; creatures who lose the opposed Strength check are pushed back 5 feet, plus an additional 5 feet for every 5 points by which the wave beats their Strength checks, in that direction. It is possible for a wave arising from a body of water to push characters into the water.

The wave puts out torches, campfires, exposed lanterns, and other open flames if they are carried by the target or located within the area and they are Large size or smaller. If the wave hits a magical fire, those flames are targeted by a *dispel magic* effect as if you had cast the spell.

TORTOISE SHELL

Transmutation
Level: Druid 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area/Effect/Target: Living creature touched
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

Tortoise shell grants the armor plating of a tortoise across a creature's torso and a tough, leathery skin elsewhere. The effect grants a +6 enhancement bonus to the creature's existing natural Armor Class. This enhancement bonus increases by 1 for every three caster levels above 11th, to a maximum of +9 at 20th level.

The enhancement bonus provided by *tortoise shell* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Tortoise shell slows a creature's movement as if it were wearing heavy armor. An elf subject to *tortoise shell*, for example, would have a speed of 20 feet and would run at 60 feet per round. The spell affects only a creature's speed; *tortoise shell* doesn't have an armor check penalty or arcane spell failure chance.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]
Level: Madness 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. A dazed creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

TRAVELER'S MOUNT

Transmutation
Level: Blackguard 1, druid 1, paladin 1, ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area/Effect/Target: Animal or magical beast touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell makes a mount better able to handle the rigors of overland travel, at the expense of its will to fight.

The touched animal or magical beast gets a +10 feet enhancement bonus to its speed, and it can hustle without taking damage or becoming fatigued as long as the spell is in effect). However, the mount no longer attacks in combat. The steed willingly bears its rider into battle; it just can't use its own natural weapons for the duration of the spell.

TRUE CREATION

Conjuration (Creation)
Level: Creation 8
Components: V, S, M, XP
Casting Time: 10 minutes
Range: 0 ft.
Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./ level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a nonmagical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts or a Craft (gemcutting) check to make a cut and polished gem.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation* (see the *Player's Handbook* for those spell descriptions), objects created by the casting of *true creation* can be used as material components.

Material Component: A small piece of matter of the same type of item you plan to create—a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more (see the *Player's Handbook* for item costs).

TRUE DOMINATION

Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 8
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid of Medium size or smaller
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

You can control the actions of any humanoid that is Medium or smaller. You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects have a chance of resisting this control (Will save to avoid the effects when the spell is cast). Those affected by the spell and then forced to take actions against their nature receive a new saving throw with a penalty of –4. Obviously self-destructive orders may be carried out, unless the subject can make a saving throw with the –4 penalty. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

UNBINDING

Abjuration
Level: Liberation 9, sorcerer/wizard 9
Components: V, S, M, DF
Casting Time: 1 full round
Range: 180 ft.
Area: 180-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When you cast an *unbinding* spell, a burst of force erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The *unbinding* negates *charm* and *hold* spells of all types, *arcane locks* and similar closures, spells that create physical or magical barriers (*wall of stone*, *wall of force*), *guards and wards*, *temporal stasis*, and *slow* spells, among others. The effect of a *statue* spell is ended. A *magic jar* is shattered—forever destroyed—and the life force within snuffed out. In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 feet (including *magic mouth*, *imbue with spell ability*, and so on).

Protective spells such as *protection from evil*, *shield*, *globe of invulnerability*, and similar spells are not affected by an *unbinding*. Petrified creatures are neither revealed nor restored. Individuals bound to service are not freed (including creatures such as familiars, invisible stalkers, genies, and elementals). An *antimagic field* is not affected, nor does the effect of *unbinding* penetrate one. A *magic circle against evil* (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and *geas/quest* spells are negated only if the caster is of a level equal to or greater than that of the original caster.

All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are effective, including those of allies. The opening of locks or other closures triggers any alarms or traps attached to them. Any released creature may or may not be friendly to the caster.

Material Components: A lodestone and a pinch of saltpeter.

UNYIELDING ROOTS

Transmutation
Level: Druid 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Area/Effect/Target: Willing creature touched
Duration: 1 min./level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The creature you touch grows thick tree roots that anchor him to the ground and provide him with life-sustaining healing. (If the creature you touch isn't touching the ground, the *unyielding roots* spell has no effect.)

For the duration of the spell, the touched creature can't move from his current space, nor can he be moved from his space by bull rushes, overruns, magic such as *Bigby's forceful hand*, or any effect short of a massive earthquake. Such attempts simply fail. If an overrun attempt is made against a creature with *unyielding roots*, the rooted creature must block rather than avoid the overrun. The rooted creature automatically wins the Strength check to stop the overrun and can make a Strength check (opposed by the overrunning creature's Strength or Dexterity check) to knock the overrunning creature prone.

The roots draw life energy from the ground that feed the touched creature, healing up to 30 points of damage per round, neutralizing poisons automatically, and wiping away negative levels (as the *restoration* spell). The touched creature gets a +4 bonus on Fortitude and Will saves as long as the roots remain, but a –4 penalty on Reflex saves.

VIGOR

Conjuration (Healing)
Level: Cleric 3, druid 3
Duration: 10 rounds + 1 round/level (max 25 rounds)
This spell is the same as *lesser vigor*, except that it grants fast healing at the rate of 2 hit points per round.

VIGOR, GREATER

Conjuration (Healing)
Level: Cleric 5, druid 5
Duration: 10 rounds + 1 round/level (max 35 rounds)

This spell is the same as *lesser vigor*, except that it grants fast healing at the rate of 4 hit points per round.

VIGOR, LESSER

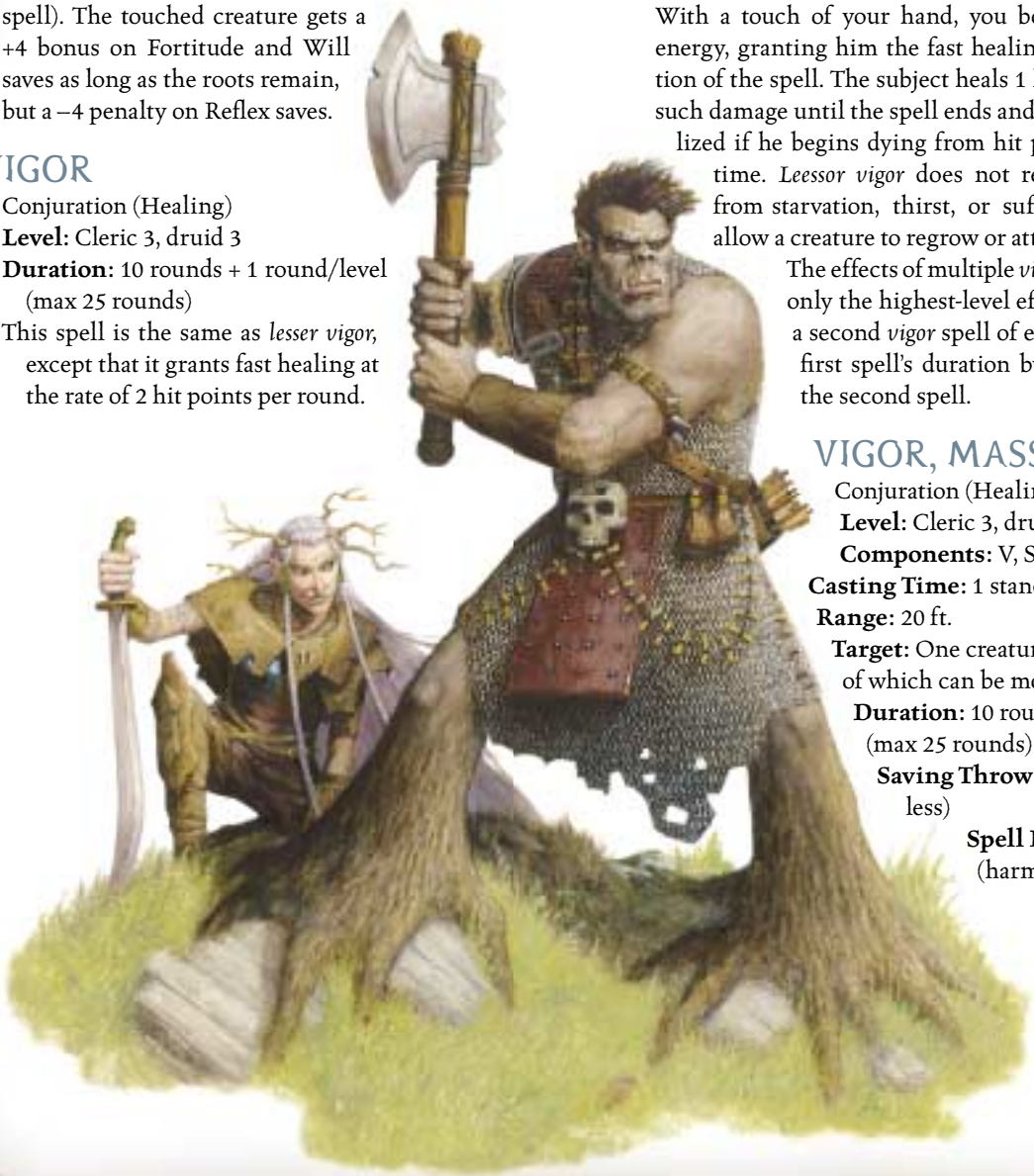
Conjuration (Healing)
Level: Cleric 1, druid 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 rounds + 1 round/level (max 15 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he begins dying from hit point loss during that time. *Leessor vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

VIGOR, MASS LESSER

Conjuration (Healing)
Level: Cleric 3, druid 3
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Target: One creature/two levels, no two of which can be more than 30 ft. apart
Duration: 10 rounds + 1 round/level (max 25 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)



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Unyielding roots

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

VIGOROUS CIRCLE

Conjuration (Healing)
Level: Cleric 6, druid 6
Duration: 10 rounds + 1 round/level (max 40 rounds)

This spell is the same as *mass lesser vigor*, except that it grants fast healing at the rate of 3 hit points per round.

VISAGE OF THE DEITY

Transmutation [Evil, Good]
Level: Cleric 6

As *lesser visage of the deity*, but you take on all the qualities of a celestial or fiendish creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil clerics).
- You gain the ability to smite evil (for good clerics) or good (for evil clerics) once a day. Add your Charisma modifier to your attack roll and your character level to your damage roll against a foe of that alignment.
- You gain darkvision to a range of 60 ft.
- You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics).
- You gain damage reduction 10/magic.
- You gain spell resistance 20.

Your creature type does not change (you do not become an outsider).

VISAGE OF THE DEITY, GREATER

Transmutation [Evil, Good]
Level: Cleric 9

As *lesser visage of the deity*, except that you take on the qualities of a half-celestial or half-fiend (see the *Monster Manual* for complete details). You do not gain the spell-like abilities of these creatures.

Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Good clerics undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor.
- You gain low-light vision.
- You gain resistance 10 to acid, cold, and electricity.
- You gain immunity to disease.
- You gain a +4 racial bonus on saving throws against poison.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

Evil clerics undergo the following transformations:

- You grow batlike wings that allow you to fly at your normal speed (average maneuverability).
- You gain +1 natural armor.
- You gain bite and claw attacks. If you are size Medium or larger, your bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are Small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
- You gain darkvision out to a range of 60 feet.
- You gain immunity to poison.
- You gain resistance 10 to acid, cold, electricity, and fire.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.
- You gain the following bonuses to your ability scores: +4 Str, +4 Dex, +2 Con, +4 Int, +2 Cha.

VISAGE OF THE DEITY, LESSER

Transmutation [Evil, Good]
Level: Blackguard 4, cleric 3, paladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain a +4 enhancement bonus to your Charisma score. You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good; cold and fire if you are evil.

WATERSPOUT

Conjuration (Creation)
Level: Druid 7
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: A cylinder 10 ft. wide and 80 ft. tall

Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column. A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted. If the waterspout encounters insufficient depth after it has formed, it collapses.

The waterspout moves at a speed of 30 feet and must remain over water. You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the waterspout's movement or changing its programmed movement is a standard action for you. The waterspout always moves during your turn in the initiative order. If the waterspout exceeds the spell's range, it collapses and the spell ends.

The waterspout batters creatures and objects it touches, and it often sucks them up. Any creature or object that comes in contact with the waterspout must succeed on a Reflex save or take 3d8 points of damage. Medium or smaller creatures who fail their save are sucked into the spout and held suspended in its powerful currents, taking 2d6 points of damage each round with no save allowed. Trapped creatures remain inside for 1d3 rounds before the waterspout ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8 × 5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make successful Reflex saves or be sucked into the spout if they are Medium or smaller. Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest canoes, kayaks, or coracles can be sucked into the spout. The occupant of any such craft may make a Profession (sailor) check instead of a Reflex save (his choice) to avoid being sucked up.

WAVE OF GRIEF

Enchantment [Evil, Mind-Affecting]
Level: Bard 2, blackguard 2, cleric 2
Components: S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a –3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

WEAPON OF THE DEITY

Transmutation
Level: Blackguard 4, cleric 4, paladin 4
Components: V, DF
Casting Time: 1 standard action
Range: 0 ft.
Target: One weapon you hold
Duration: 1 round/level

You must be using your deity's favored weapon to cast this spell. You may use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below). A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster.

When you reach 9th caster level, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

The list below includes deities from the core pantheon only, along with the five alignment components. If a cleric worshiping a different deity casts this spell, the DM should assign an appropriate special property of the same power level as those listed here.

Favored Weapons

Deity	Weapon
Bahamut	*+1 frost heavy pick*
Boccob	*+1 spell storing quarterstaff*
Corellon Larethian	*+1 keen longsword*
Ehlonna	*+1 frost longsword*
Erythnul	*+1 mighty cleaving morningstar*
Fharlanghn	*+1 defending quarterstaff*
Garl Glittergold	*+1 throwing battleaxe*
Gruumsh	*+1 returning shortspear*
Heironeous	*+1 shock longsword*
Hextor	*+1 mighty cleaving heavy flail*
Kord	*+1 mighty cleaving greatsword*
Kurtulmak	*+1 shock shortspear*
Lolth	*+1 keen whip*
Moradin	*+1 throwing warhammer*
Nerull	*+1 keen scythe*
Obad-Hai	*+1 defending quarterstaff*
Olidammara	*+1 keen rapier*
Pelor	*+1 flaming heavy mace*
St. Cuthbert	*+1 mighty cleaving heavy mace*
Vecna	*+1 frost dagger*
Wee Jas	*dagger of venom*
Tiamat	*+1 flaming heavy pick*
Yondalla	*+1 defending short sword*

Alignment	Weapon
Good	*+1 frost warhammer*
Evil	*+1 mighty cleaving light flail*
Neutral	*+1 defending heavy mace*
Law	*+1 flaming longsword*
Chaos	*+1 shock battleaxe*

WEATHER EYE

Divination
Level: Cleric 4, druid 3
Components: V, S, M, DF
Casting Time: 1 hour
Range: 1 mile radius + 1 mile/level
Area: 1 mile radius + 1 mile/level, centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather, then *weather eye* reveals as much information as a *detect magic* spell.

Material Component: Incense.

Divine Focus: A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

WHIRLWIND, GREATER

Evocation [Air]
Level: Druid 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 20-ft.-radius tornado, up to 5 ft./caster level tall, centered anywhere within range
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

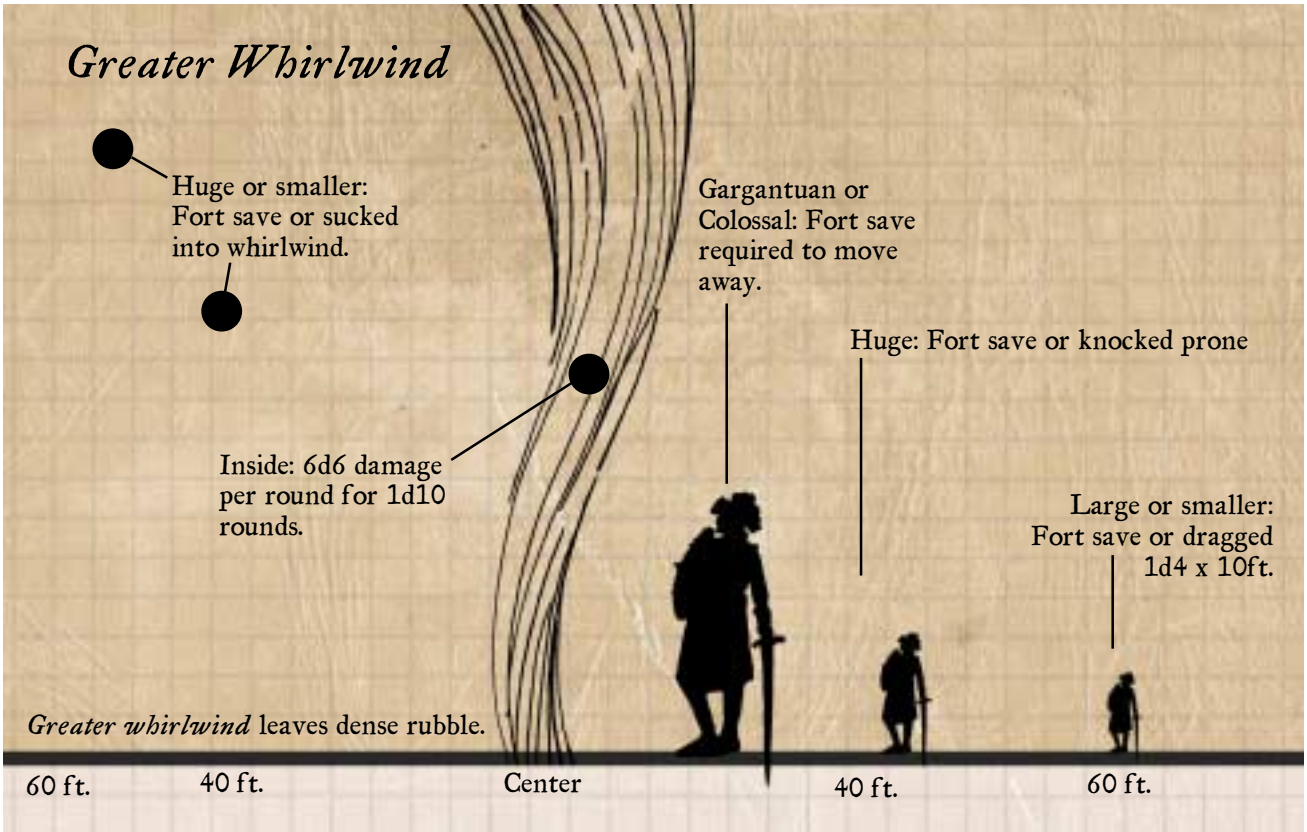
This spell creates a tornado that wreaks destruction as you direct, flinging your foes into the air and destroying nearby structures.

The *greater whirlwind* affects creatures differently, depending on their size and where they are in relation to the twister.

Near the Tornado: Large or smaller creatures who start their turn within 60 feet of the center of the *greater whirlwind* must succeed on a Fortitude save or be dragged 1d4 × 10 feet toward the center of the twister, taking 1d4 points of nonlethal damage per 10 feet dragged.

Huge creatures within 40 feet of the twister must succeed on a Fortitude save or be knocked prone. Gargantuan and Colossal creatures within 40 feet of the twister must succeed on a Fortitude save before moving away from the twister.

Flying creatures of size Huge or smaller that fail their Fortitude saves are sucked to the center of the twister, taking 2d6 points of damage from the battering and buffeting. Gargantuan flying creatures must succeed on a Fortitude save


Greater Whirlwind
Huge or smaller: Fort save or sucked into whirlwind.
Gargantuan or Colossal: Fort save required to move away.
Huge: Fort save or knocked prone
Inside: 6d6 damage per round for 1d10 rounds.
Large or smaller: Fort save or dragged 1d4 x 10ft.
Greater whirlwind leaves dense rubble.
60 ft.
40 ft.
Center
40 ft.
60 ft.

or be pulled 1d6 × 10 feet toward the center of the twister. Colossal flyers must likewise make Fortitude saves or be pulled 1d6 × 5 feet toward the twister's center.

Inside the Tornado: Creatures who start their turn inside the tornado take 6d6 points of damage for each of the 1d10 rounds they remain inside it (roll separately for each creature). Creatures inside the tornado can't do much; attacks, spellcasting, and movement are impossible within an *greater whirlwind*. When the *greater whirlwind* expels a creature, it reappears 4d6 × 5 feet away from the twister's center in a random direction, and 4d6 × 5 feet off the ground (immediately falling if it can't fly).

Terrain and Structures: The tornado uproots trees and other vegetation automatically, and it leaves a trail of dense rubble (as described on page 90 of the *Dungeon Master's Guide*) wherever it goes. Structures within a *greater whirlwind* take 2d6 × 10 points of damage per round. In a round or two, that is sufficient to destroy any building made of materials less sturdy than reinforced masonry.

No ranged attacks can pass through the twister. The *greater whirlwind* extinguishes all flames it touches. Listen checks are impossible within a *greater whirlwind*.

The *greater whirlwind* remains stationary unless you direct it elsewhere as a move action. It moves up to 60 feet per round.

WINGED MOUNT

Transmutation
Level: Blackguard 4, paladin 4
Component: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Your touched mount
Duration: 10 min./level

This spell causes your mount to sprout giant, feathery white wings. This grants the mount a fly speed of 60 ft., with a maneuverability of good. The mount is slowed as normal for weight carried, barding worn, and environmental factors.

WOOD WOSE

Conjuration (Creation)
Level: Druid 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One nature servant
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

A *wood wose* is a translucent, green nature spirit that you can command to perform simple natural tasks. It can build a campfire, gather herbs, feed an animal companion, catch a fish, or perform any other simple task that doesn't involve knowledge of technology. It cannot, for example, open a latched chest, since it doesn't know how a latch works.

The wose can perform only one activity at a time, but it repeats the same activity if told to do so. Thus, if you commanded it to gather leaves, it would continue to do so while you turned your attention elsewhere, as long as you remained within range.

The wose has an effective Strength score of 2, so it can lift 20 pounds or drag 100 pounds. It can trigger traps, but the 20 pounds of force it can exert is not enough to activate most pressure plates. Its speed is 15 feet in any direction, even up.

A *wood wose* cannot attack in any way; it is never allowed an attack roll or a saving throw. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. If you attempt to send the wose beyond the spell's range (measured from your current position), it ceases to exist.

WRACK

Necromancy [Evil]
Level: Cleric 3, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One humanoid
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and

Illustration by W. Reynolds

checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

ZEAL

Abjuration
Level: Blackguard 2, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent. Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

ZEALOT PACT

Evocation
Level: Cleric 6, Pact 6
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Touch
Target: Willing living creature touched
Duration: Permanent until triggered, then 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell creates a binding agreement between a deity and the target that grants the target a measure of divine power to crush the deity's enemies.

Once this spell is cast, the pact remains dormant until the target successfully hits a foe whose alignment is exactly opposite that of the deity. The target's subsequent melee attacks gain a +4 bonus, deal double damage, and automatically confirm critical hits for the spell's duration. Furthermore, the target's melee attacks have alignment descriptors that match the deity with whom you've made the pact. The target is compelled to attack foes of opposite alignment every round if able to do so. The target knows which creatures within 60 feet are of opposite alignment (as if the relevant detect spells had been cast).

If you create a *zealot pact* with a completely neutral deity such as Obad-Hai, choose one alignment from the following list that triggers the *zealot pact:* lawful good, lawful evil, chaotic evil, or chaotic good.

A creature can be subject to only one *zealot pact* at a time. Casting *zealot pact* on a target who already has an untriggered *zealot pact* voids the earlier pact.

XP Cost: 500 XP.

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